

REAL ANIMALS EXTANT AND EXTINCT

SIZES (OPTIONAL RULE)

Creatures have many sizes, from the smallest to the biggest: minuscule, tiny, little, small, medium, large, huge, enormous, gargantuan, colossal. In the following table there are some examples and also the conversion to the usual DnD 5e sizes (that will also be found between brackets in the monsters' stat blocks if needed):

SIZES

Size	Standard Size	Squares	Example
Minuscule	Tiny	1/16	caterpillar, sprite, snail
Tiny	Tiny	1/8	frog, mouse, fairy, robin
Little	Tiny	1/4	rabbit, chicken, cat, imp
Small	Small	1x1	dog, eagle, owl, gnome
Medium	Medium	1x1	human, wolf, nothic
Large	Large	2x2	horse, bear, ogre
Huge	Large	3x3	rhinoceros, nanuqsaurus, hyppopotamus
Enormous	Huge	4x4	elephant, killer whale, treant, stegosaurus
Gigantic	Huge	5x5	adult dragon, behir, tyrannosaurus
Gargantuan	Gargantuan	6x6	ancient dragon, whale, roc, mosasaur
Colossal	Gargantuan	7x7 or more	kraken, tarrasque, purple worm, blue whale

SIZE CONVERSION

If the "innovated sizes" are not liked here there is the suggested conversion for the monsters in this manual (used in the table before):

- little and minuscule creatures become tiny
- huge creatures become large
- enormous and gigantic become huge
- gargantuan and colossal become gargantuan

WEIGHT MATTERS

Other than dimensions also weight (and posture) can make a creature occupy a size category instead than another one. This is especially clear in the small - medium - large - huge categories that are really close between each other. For example an exceptionally big and bulky horse can be considered a huge creature. This is already a thing in dnd, where lions are considered large creatures although just by size they should be medium, especially if compared with, for example, a firbolg.

WHY THIS HOMEBREW?

First of all this homebrew is in fact an extract from a bigger homebrew i'm working on, a creatures manual: these are in fact two appendixes of the document: living and extinct animals.

I started with dinosaurs, i wanted to add a variety of creatures that could make some prehistoric settings more detailed. I also took the occasion to add more living animals that may be interesting to meet in an adventure. They are also interesting options for the Druid to transform into and for the Ranger (and other classes with familiars) to have as beast companions.

In general i thought that having a big pool of creatures to choose from may help DMs to write more settings and some of them could be incredible possibilities to explore, both in terms of worldbuilding and narratively speaking.

Just imagine a Barbarian riding a fierce dinosaur into battle, or the city guards patrolling around with their smilodon companions.



WHAT FOOD TO EAT?

As a general rule animals feed on plant, on meat or on both. They can therefore be either carnivores (meat), herbivores (plants), or omnivores (both).

The amount of food required depends on the size of the animal and the type of food they consume. In the following table there is a simplification that can be used for active creatures. A creature that lives a more tranquil life may require less food and water per day. Keep in mind that these are minimum quantities that allow a creature to survive without taking exhaustion, but animals may actively try to eat a bit more, especially herbivores.

AMOUNTS OF FOOD AND WATER PER DAY

Size	Amount (Carnivore)	Amount (Herbivore)	Water Amount
Minuscule	1 ounce	2 ounces	0,5 pints
Tiny	2 ounces	4 ounces	1 pint
Little	4 ounces	8 ounces	2 pints
Small	0,5 pounds	1 pound	0,5 gallons
Medium	1 pound	5 pounds	1 gallon
Large	5 pounds	20 pounds	5 gallons
Huge	20 pounds	80 pounds	20 gallons
Enormous	80 pounds	320 pounds	80 gallons
Gigantic	+ 320 pounds	640 pounds	320 gallons

An animal that feeds only or almost only on fish is called piscivore, one that feeds on bugs is an insectivore while one that eats almost only fruits is a frugivore. As a general rule carnivores may actively hunt and attack adventurers if they consider them a possible prey, while herbivores could either run or attack if they feel threatened. Many large size herbivores move in groups and the most powerful animals may defend the young ones and the weak ones if they choose to fight.

The DM is advised to look up the common behaviours or foods an animal may take, although as a rule of thumb similar animals eat similar things. For example all the sauropod dinosaurs were herbivorous.

A specific creature may behave differently from their usual because of a curse, another magical effect, an order of its master or personal reasons (like protecting a nest or offsprings).

INNOCUOUS BEASTS

Many animals in this brew have CR 0: they can be different types of preys when adventurers hunt in the wild or they can be cool, peculiar and interesting companions and familiars.

BEASTS AT THEIR BEST

The animals here presented are considered at their best without resoulting unrealistic. What i mean is that in nature there is a lot of variation even amongst the same species, we can have smaller and larger individuals, some that are smarter and others that are more stupid. Especially for living beasts the stats provided consider them as being the best such a species or genre can offer. There may be some exceptions where for example a normal exemplar and a giant version of it are shown separately, but it would be a rare occurrence throughout the brew.

FERAL INSTINCTS

In the text there won't be many creatures with a wisdom lower than 10, this is because i personally consider the generical animal to be way more able to perceive and feel than the standar human. There may be exceptions of course, but they will be rare. On the other hand there probably won't be any animal with a wisdom greater than 16: nature helps, but only until a certain point. There is another reason why wisdom is somehow increased and that would be to take into account sensorial abilities like echolocation or incredible eyesight or a great level of survival. Speaking of which:

SURVIVAL

All beasts in this brew have proficiency in the survival skill, by default. (If you want to use this just consider adding the proficiency bonus to any survival check an animal may make)

FEAR NOT

Beasts are accustomed to fear, especially herbivorous ones, while predators are really difficult to send away. There isn't a specific skill for this so i just kept the charisma scores generally around 10, some slightly higher and others slightly lower. Many animals able to fight back know naturally that fleeing may lower their chances of survival and fighting could be better and therefore should have some sort of answers to frightening effects also keeping in mind that intimidation is often used by herbivores to keep predators away. This should be just a moderate bonus and not a strong one, that is why the charisma score will almost never go higher than 12.

DEDICATED FLIERS OR SWIMMERS

Many creatures fly or swim. If a flying or swimming creature has a walking speed of 10 feet or lower and their flying or swimming speed is more than double that amount it suffers some penalties when walking:

- Its AC decreases by 1.
- It has disadvantage in dexterity saving throws.
- If in difficult terrain it must use 3 feet for each foot of movement.

ALL-PURPOSES MOUNTS

In different fantasy settings different animals could become mounts or towing animals. For this purpose realistically speaking it is easier to domesticate relatively small herbivores. Not too small, because you need them to be able to carry one or more people or some materials and packages, but also not too big, because feeding them would become difficult, as well as keeping them in check. Depending on the specific task resistance and stamina may be favoured over speed or over strength. The animals suggested as "normal" mounts are all the herbivores from medium to huge size, but in an environment full of resources reaching bigger sizes (up to gigantic) can be considered reasonable. After all real world humans managed to more or less tame and ride elephants. In water the role of herbivores is mostly covered by whales, that feed on schools of small fishes and krill, small invertebrates. For the purpose of determining their behaviour and their viability as mounts they can be considered the same as herbivores, but since their food resource moves it is more difficult to provide it to them regularly and therefore they could be more difficult to domesticate, because the wild hunting behaviour would be more beneficial as long as humanoids don't manage to gather their food beforehand. In general piscivorous animals are less aggressive than carnivorous ones and for this reason some of the easier carnivorous dinosaurs to domesticate may actually be the ones more linked to the water, at least the smaller ones. Some medium size creatures are strong enough to carry other medium size creatures (and of course small size ones), two real world examples are the donkey and the ostrich, although to achieve such results their body is put under heavy stress: ostriches can't be ridden for a lot of time, while donkeys aren't as fast as horses. It is not impossible to tame carnivorous animals, but the process implies having a constant food supply to keep them calm and allow them to learn to follow their tamer.

There are two last groups to consider: flying animals and giant sauropods. First of all the only flying animals that could realistically carry a medium sized creature (provided that it is light enough) were the giant flying pterosaurs called azhdarchids. In this text the two examples provided are quetzalcoatlus and hatzegopteryx. These predators developed an exceptional structure, reaching a strange shape and pushing to the limits the possibilities of a living creature's body. Taming them would not be easy as the humanoids trying to do so would be normally considered prey to feed upon. Giant sauropods, the biggest creatures that ever walked on land needed to eat continuously to sustain their own body. More than mounts they could be used as moving fortresses, used by merchants or soldiers to slowly and steadily move around a region to patrol it or to manage their businesses. Thanks to the height of their bodies and the sheer bulk they could reach they didn't have many predators, but the young ones could still be in danger. There could be a mutual benefit for humanoids and sauropods to live together, because the humanoids could reliably fend off predators from the young ones, while the sauropods could provide a safe, moving house and height to take advantage of ranged weapons.

In the following two tables there are lists of some examples of animals (living and extinct that will be found in the text) to have an idea of what can be a realistic mount.

REALISTICAL MOUNTS

Name	Size	Details
Donkey, Llama, Oryx, Dugong, Mountain Goat, Boar, Polacanthus, Dwarf Elephant, Montanoceratops, Dryosaurus	Medium	Herbivore
Ostrich	Medium	Omnivore/Unprecised
Giant Eland, Okapi, Moose, Yak, Bison, Moa, Glyptodon, Kentrosaurus, Nodosaurus, Euoplocephalus, Udanoceratops, Telmatosaurus, Falcarius, Tenontosaurus	Large	Herbivore
Ornithomimus, Protostega, Meiolania	Large	Omnivore/Unprecised
Tuna, Tursiops, Ophtalmosaurus, Hydrotherosaurus, Rhomaleosaurus, Giant Nothosaurus	Large	Piscivore
Rhinoceros, Giant Camel, Woolly Rhino, Forest Elephant, Moropos, Wuerhosaurus, Panoplosaurus, Ankylosaurus, Styacosaurus, Muttaborrasaurus, Vulcanodon	Huge	Herbivore
Oarfish, Sunfish, Giant Manta Ray, Pygmy Whale, Gallimimus, Archelon	Huge	Omnivore/Unprecised
Elasmosaurus, Platypterygius, Irritator, Mawsonia	Huge	Piscivore
Elasmotherium, Woolly Mammoth, Megacerops, Stegosaurus, Tarchia, Pachyrhinosaurus, Parasaurolophus, Shunosaurus	Enormous	Herbivore
Basking Shark, Deinocheirus	Enormous	Omnivore/Unprecised
Baryonyx, Mauisaurus	Enormous	Piscivore

CARNIVOROUS MOUNTS

Name	Size	Details
Polar Bear, Mako Shark, Cave Bear, Dinocrocuta, Utahraptor, Concavenator, Brachychenius, Plesiotylosaurus, Postosuchus, Megalania,	Large	Carnivore
Great White, Daeodon, Andrewsarchus, Simbakubwa, Nanuqsaurus, Carnotaurus, Quetzalcoatlus, Liopleurodon, Yaguarasaurus, Titanoboa	Huge	Carnivore
Orca, Gorgosaurus, Allosaurus, Kronosaurus, Liodon	Enormous	Carnivore

Good luck riding a tyrannosaurus!

SPECIALIZED COMPANIONS

Many animals are incredibly adapted for certain tasks: surviving, hunting, finding prey or pinpointing predators, swimming, hiding, killing. Many animals have a bulk and a physical prowess that make them good strong mounts, able to trample over their enemies, stomping, biting and completely annihilating smaller adversaries.

At the same time agile predators are able to hide, follow, sneak and efficiently kill an enemy in short time.

Other beasts evolved to tank and defend themselves incredibly well, therefore being able to protect their riders or allies.

In short many animals make for incredible companions, mounts or allies and there are so many beasts that probably there will be at least one specialized in a certain niche.

FLAVOURFUL FAMILIARS

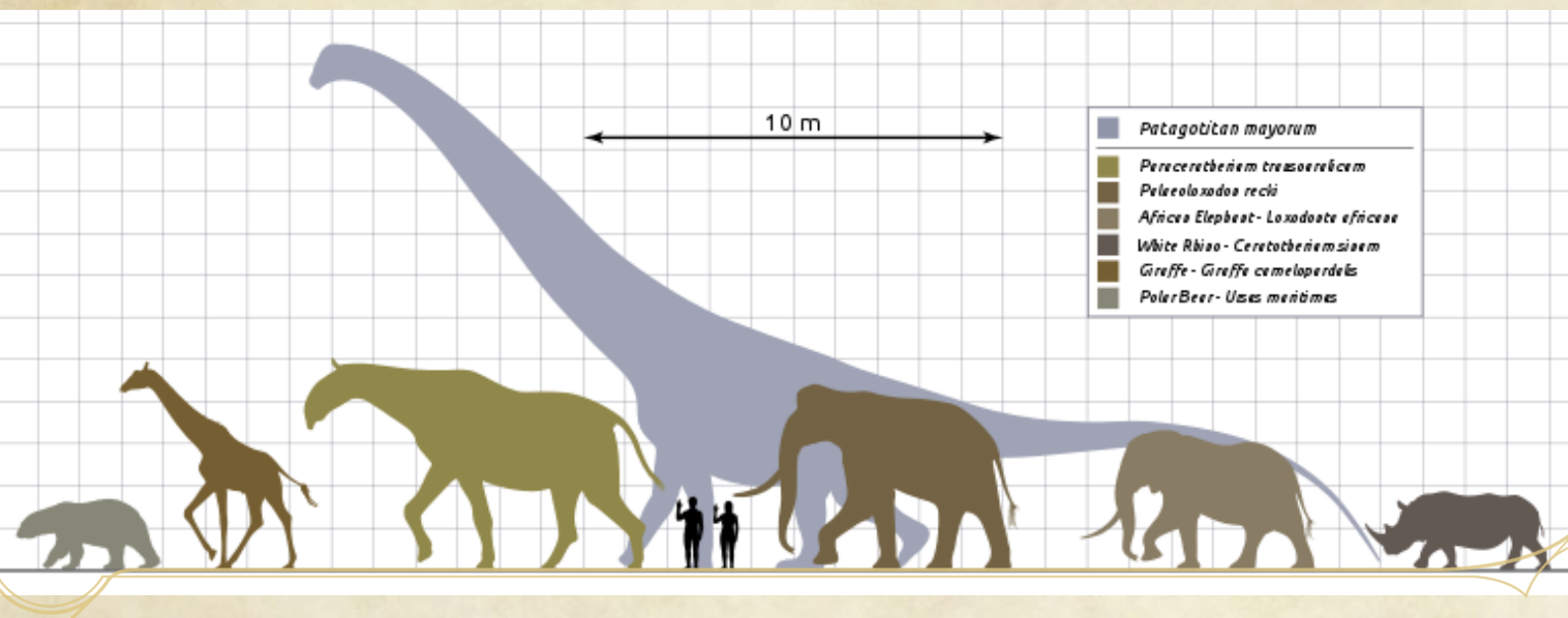
Smaller animals are able to hide easily, but certain ones possess unique features that make them good, and exotic, familiars: think about the strong venom a snake or a blue ringed octopus or a cobra, or maybe the strenght a moray eel possesses underwater, or, why not, the echolocation of bats and the incredible sight, combined with the ability to fly of birds of prey and pterosaurs. And i mean, imagine having a pet velociraptor.

SIZES AGAIN

Most sizes are generical enough, but the border between small, medium, large and huge is subtle and not precise. Keep in mind that particularly big medium animals could be large size (think deer, cows, crocodiles) and the same goes for big large animals (think bison, mooses, camels), they could step into huge territory. If this happens, or if you want a bigger example of such animal i suggest to increase the strenght and constitution modifiers by 1 and the HP by 1 (from small to medium), 2 (from medium to large) or by 4 (from large to huge). If the changes to the scores will increase the modifier attacks and features will benefit from the increase.

LIGHTWEIGHT

Tiny creatures are not slowed by snow, mud or sand, as they are usually too light to sink.



FANTASY DEVELOPMENTS

In addition to the regular tables i gave to some animals additional variants or versions, imagining how they could be developed in a fantasy setting: imagine an owl trained by a ranger to perform certain tasks carefully, or a giant dinosaur with wooden fort on its back, filled with archers or siege weapons. Such tables have an "F" near their name as in "fantasy" (and to pay respect). The elephant Howdah doesn't have it because it was used for real in historical times.

RACES FOR ANIMAL GROUPS

In the following paragraph i detail some races that, in my opinion, could tame certain groups of animals and gain benefits in an hypothetical fantasy world. These are just "optimized" suggestions, it doesn't mean that other combinations aren't possible.

GIANT SAUROPODS

Given their already enormous size and weight giant sauropods can't carry too much weight (relatively to their body). For this reason i believe that relatively light races are the best when thinking about taming these gargantuan creatures. I think that Goblins, Halflings and Gnomes would be the best in this regard, also because a bigger number of them could group up on a single individual. They would probably utilize ranged weapons to fend off enemies, as well as incredibly long pikes (at least 15 feet long) to protect their mount, or even better, moving house. Other possible picks are aarakocras, elves and humans, that, especially without armor should be on the light side of races.

GIANT THEROPODS

Giant Theropods would be dangerous, continuously hungry and difficult to tame. I do expect only the strongest and toughest races to be able to successfully tame them to a certain extent. Orcs and half orcs are the most likely ones, with their natural resilience and strength but i can also see lizardfolk, dragonborns, hobgoblins and some groups of humans, dwarves and sometimes firbolgs. Giant theropods could be kept caged and unleashed on the battlefield to wreak havoc against enemies or they could be used as powerful, fast and tall mounts.

COLD ENVIRONMENT MAMMALS

Mammoth and woolly rhinos could be incredible mounts for dwarves and orcs, since these races are strong and more resilient than others, so they could share the same habitat. Woolly mammoths are somewhat smaller than common elephants, so even more manageable, while steppe mammoths are quite bigger and could be a top level mount on the battlefield. The elasmotherium is another beast to keep in mind, being as big as a small elephant, but having the build and behaviour of a rhinoceros it could take the role of heavy cavalry. Other animals to keep an eye on are the versatile, but hard to tame moose and wapiti and the more peaceful reindeer. Other races that could benefit from these creatures are halflings, humans, firbolgs, hobgoblins and bugbears.

RAPTORS

Raptors and giant birds are highly intelligent creatures and the biggest ones are quite deadly. They could be tamed by a variety of groups, but maybe the most successful ones would be dexterous races, able to escape dangerous situations and maybe long lived, to perfect the art of taming, therefore elves are the best pick. Humans could be able to do such a thing, and given their resilience orcs as well. There is another thing to consider: short lived races could be able to greatly bond with them as companions and since short lived creatures are often small i can see them riding the biggest individuals, therefore goblins, halflings and gnomes could be able to ride them into battle. Other heavier races could use them like hunting dogs.

HEAVY HERBIVORES

Albeit heavy weight herbivores would not be as much aggressive as huge theropods they could be as much deadly. Horns, spikes, maces or even their simple weight are all lethal weapons. For this reason either small and nimble races or strong and resilient ones could try to domesticate these animals. Food would probably be a good way to keep these animals calm and since these creatures were herbivores the taming process would not be as difficult as with carnivores.

APPENDIX A: LIVING ANIMALS

THEY USED TO BE BIGGER

Many animals, especially in the prehistoric past used to be bigger than the ones we meet today. Nowadays, because of overhunting, scarcity of food, habitat loss the size of most animals has diminished a bit on average, albeit it could happen that an individual grows to extreme dimensions. Additionally many animal species are endangered or of extinction and there is a smaller sample of individuals to take as example. For this reason and also to spread awareness these animals are marked with an asterisk* beside their name. The sizes reported in the animal tables usually refer to the maximum size attained by rarer animals, while tend to represent the average in the case of more common ones (in this case there will probably also be a larger version next to them to represent the bigger individuals)

LIVING, BUT FOR HOW LONG?

The animals here presented are all still alive today, in some parts of our real world. Many are endangered species with a number of individuals within the 3 or the four digits (In this specific moment, while i'm writing the jumber of living sumatran rhinoceroses, that the dwarf rhinoceros is based upon, is around 80 individuals and there are only 15 or so vaquitas alive). At a certain point in time, if our world doesn't change direction some of the animals in appendix A may sadly need to be moved into appendix B.

Species at risk are marked with an *

INVERTEBRATES

BLUE RINGED OCTOPUS

Tiny beast, unaligned

Armor Class 11
Hit Points 1
Speed 10ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	6 (-2)	6 (-2)	10 (0)	6 (-2)

Skills Perception +4, Stealth +5, Sleight of Hand +3
Senses passive Perception 14, Darkvision 60 feet.
Challenge 1/4

Water Breathing. The octopus can breathe only underwater, but it can hold its breath for up to 5 minutes.

No skeleton. The octopus can move into the space occupied by a minuscule or smaller creature without having penalties to its walking speed. It also has advantage in athletics and acrobatics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 slashing damage + 1d8 poison damage. The creature hit makes a DC 14 constitution saving throw, becoming poisoned for thirty minutes. Every minute (Or at the start of every round if initiative has been rolled) the creature repeats the saving throw, ending the condition on a success. While the creature is poisoned it is also paralyzed and unable to breathe.

DIFFERENT TYPES OF VENOM

Different venomous animals cause different effects with their venom. If the DC of some of these looks really high it may have been calculated as 8 + constitution modifier + double the proficiency bonus of the animal. This has been made to show and represent the effects of some of the most powerful venoms in the animal kingdom. Often these creatures also have an high proficiency bonus (like 3 or 4) to achieve these high numbers.

COMMON OCTOPUS

Little (Tiny) beast, unaligned

Armor Class 11
Hit Points 2
Speed 10ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	6 (-2)	6 (-2)	10 (0)	8 (-1)

Skills Athletics +2, Perception +4, Stealth +6, Sleight of Hand +4
Senses passive Perception 14, Darkvision 60 feet.
Challenge 0

Water Breathing. The octopus can breathe only underwater, but it can hold its breath for up to 10 minutes.

Camouflage. The octopus makes stealth checks with advantage while on the ground underwater.

No skeleton. The octopus can move into the space occupied by a minuscule or smaller creature without having penalties to its walking speed. It also has advantage in athletics and acrobatics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 slashing damage.

Tentacles. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 bludgeoning damage. The target is grappled (escape DC 10) Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 2-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash or Hide action as a bonus action.

GIANT OCTOPUS

Small beast, unaligned

Armor Class 11

Hit Points 10

Speed 15ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (0)	8 (-1)

Skills Athletics +4, Perception +4, Stealth +5, Sleight of Hand +3

Senses passive Perception 14, Darkvision 60 feet.
Challenge 1

Water Breathing. The octopus can breathe only underwater, but it can hold its breath for up to 30 minutes.

Camouflage. The octopus makes stealth checks with advantage while on the ground underwater.

No skeleton. The octopus can move into the space occupied by a tiny or smaller creature without having penalties to its walking speed. It also has advantage in acrobatics checks to avoid a grapple.

Tentacles. The octopus has advantage in athletics checks.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 2 (1d3+2) bludgeoning damage. The target is grappled (escape DC 12),

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash or Hide action as a bonus action.

GIANT OCTOPUS++

Medium beast, unaligned

Armor Class 11

Hit Points 16

Speed 15ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (0)	8 (-1)

Skills Athletics +5, Perception +4, Stealth +5, Sleight of Hand +3

Senses passive Perception 14, Darkvision 60 feet.
Challenge 1

Water Breathing. The octopus can breathe only underwater, but it can hold its breath for up to 30 minutes.

Camouflage. The octopus makes stealth checks with advantage while on the ground underwater.

No skeleton. The octopus can move into the space occupied by a tiny or smaller creature without having penalties to its walking speed. It also has advantage in acrobatics checks to avoid a grapple.

Tentacles. The octopus has advantage in athletics checks.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15ft., one target. *Hit* 5 (1d4+3) bludgeoning damage. The target is grappled (escape DC 13),

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash or Hide action as a bonus action.

GIANT SQUID

Huge beast, unaligned

Armor Class 11

Hit Points 48

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 3

Water Breathing. The squid can breathe only underwater, but it can hold its breath for up to 10 minutes.

Jet Propulsion. The squid can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The squid has advantage in athletics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 5) slashing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit* 8 (1d6 + 5) bludgeoning damage. The target is grappled (escape DC 15).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash or Hide action as a bonus action.

COLOSSAL SQUID

Huge beast, unaligned

Armor Class 11

Hit Points 50

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	16 (+3)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 3

Water Breathing. The squid can breathe only underwater, but it can hold its breath for up to 10 minutes.

Jet Propulsion. The squid can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The squid has advantage in athletics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 14 (2d8 + 5) slashing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 8 (1d6 + 5) bludgeoning damage. The target is grappled (escape DC 15).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash or Hide action as a bonus action.

MYSTERIOUS CREATURES

Giant and Colossal squids are rare animals, with only a few sightings here and there in the ocean. It is currently unknown if they can use ink clouds and if they actually do so to try to avoid their predators, because the only creature that can realistically harm an adult giant squid is a sperm whale, that bases its hunting onto hearing and echolocation, against which the ink would be useless.

JUMBO SQUID

Medium beast, unaligned

Armor Class 12

Hit Points 8

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (0)	5 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 1

Water Breathing. The squid can breathe only underwater, but it can hold its breath for up to 10 minutes.

Jet Propulsion. The squid can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The squid has advantage in athletics checks to make or avoid a grapple.

Group Frenzy. The squid has advantage in melee weapon attacks if it has an ally within 5 feet of itself. If the attack succeeds the squid can use its bonus action to make another melee weapon attack against the same target.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d6 + 1) slashing damage.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. *Hit* 3 (1d3 + 1) bludgeoning damage. The target is grappled (escape DC 11).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash or Hide action as a bonus action.

ROBUST CLUBHOOK SQUID

Large beast, unaligned

Armor Class 12

Hit Points 18

Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 1

Water Breathing. The squid can breathe only underwater, but it can hold its breath for up to 10 minutes.

Jet Propulsion. The squid can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The squid has advantage in athletics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 15ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage. The target is grappled (escape DC 13).

Ink Cloud (Recharges after a Short or Long Rest). A cloud of ink extends for 5 feet all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash or Hide action as a bonus action.

GIANT CUTTLEFISH

Small beast, unaligned

Armor Class 11

Hit Points 4

Speed Oft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	10 (0)	8 (-1)

Skills Athletics +3, Perception +4, Stealth +5

Senses passive Perception 14, Darkvision 60 feet.

Challenge 1/2

Water Breathing. The cuttlefish can breathe only underwater, but it can hold its breath for up to 10 minutes.

Camouflage. The cuttlefish makes stealth checks with advantage while near the ground underwater.

Many arms. The cuttlefish has advantage in athletics and acrobatics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4 + 1) slashing damage.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 (1d3+1) bludgeoning damage. The target is grappled (escape DC 11) Until this grapple ends, the cuttlefish can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the cuttlefish if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the cuttlefish can use the Dash or Hide action as a bonus action.

COMMON CUTTLEFISH

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed Oft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	6 (-2)	10 (0)	8 (-1)

Skills Athletics +2, Perception +4, Stealth +6

Senses passive Perception 14, Darkvision 60 feet.

Challenge 0

Water Breathing. The cuttlefish can breathe only underwater, but it can hold its breath for up to 10 minutes.

Camouflage. The cuttlefish makes stealth checks with advantage while near the ground underwater.

Many arms. The cuttlefish has advantage in athletics and acrobatics checks to make or avoid a grapple.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 slashing damage.

Tentacles. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 bludgeoning damage. The target is grappled (escape DC 11) Until this grapple ends, the cuttlefish can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 2-foot-radius cloud of ink extends all around the cuttlefish if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the cuttlefish can use the Dash or Hide action as a bonus action.

COCONUT CRAB

Small beast, unaligned

Armor Class 12

Hit Points 3

Speed 20ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	4 (-3)	10 (0)	3 (-4)	10 (0)	10 (0)

Skills Athletics +1, Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Actions

Pincers. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 slashing damage + 1d3(1) bludgeoning damage and the target is grappled.

SLOW, BUT PERSISTENT

Coconut crabs aren't really dangerous alone, but they can become a threat against wounded or weakened targets, especially because they have a great sense of smell and will follow the scent of blood or food. In the night a swarm of coconut crabs can sneak upon sleeping adventurers, interrupting their rest and attacking the most damaged ones.

GIANT CRAB

Small beast, unaligned

Armor Class 12

Hit Points 3

Speed 20ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	4 (-3)	10 (0)	3 (-4)	10 (0)	10 (0)

Skills Athletics +1, Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Actions

Pincers. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 slashing damage + 1d3(1) bludgeoning damage and the target is grappled.

BLACK SCORPION

Tiny beast, unaligned

Armor Class 11

Hit Points 2

Speed 20ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	4 (-3)	8 (-1)	1 (-5)	6 (-2)	10 (0)

Skills Stealth +2

Senses passive Perception 10, Darkvision 30 feet.

Challenge 0

Actions

Pincers. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 slashing damage + 1 bludgeoning damage.

Stinger. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 1 poison damage. The creature hit makes a DC 10 constitution saving throw, becoming poisoned for one minute on a fail. A poisoned creature can repeat the saving throw at the beginning of each of its turns, ending the effect on a success.

RED SCORPION

Tiny beast, unaligned

Armor Class 10

Hit Points 1

Speed 20ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	5 (-3)	8 (-1)	1 (-5)	6 (-2)	10 (0)

Skills Stealth +2

Senses passive Perception 10, Darkvision 30 feet.

Challenge 1/4

Actions

Stinger. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 1d4 poison damage. The creature hit makes a DC 13 constitution saving throw, becoming poisoned for ten minutes on a fail. A poisoned creature must repeat the saving throw at the beginning of every minute, taking 1d4-1 poison damage on each fail. If a creature succeeds in the saving throw on a 20 it gets rid of the poisoned condition, if it fails on a 1 it becomes unable to breathe until the ten minutes have passed or until the poisoned condition ends in other ways.

YELLOW SCORPION

Tiny beast, unaligned

Armor Class 10

Hit Points 1

Speed 20ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	5 (-3)	8 (-1)	1 (-5)	6 (-2)	10 (0)

Skills Stealth +2

Senses passive Perception 10, Darkvision 30 feet.

Challenge 1/4

Desert Dweller. The sand is not difficult terrain for the scorpion and the animal doesn't suffer repercussions while travelling in an extremely hot environment. it also has advantage in stealth checks made on sand or on a rocky terrain.

Actions

Stinger. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 1d4 poison damage. The creature hit makes a DC 13 constitution saving throw, becoming poisoned for ten minutes on a fail. A poisoned creature must repeat the saving throw at the beginning of every minute, taking 1d4 poison damage on each fail. If a creature succeeds in the saving throw on a 20 it gets rid of the poisoned condition, if it fails on a 1 it takes one level of exhaustion.

GOLIATH TARANTULA

Tiny beast, unaligned

Armor Class 10

Hit Points 2

Speed 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	6 (-2)	8 (-1)	1 (-5)	8 (-1)	10 (0)

Skills Stealth +1

Senses passive Perception 10, Darkvision 30 feet.

Challenge 1/8

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 1 poison damage.

REDBACK SPIDER

Minuscule (Tiny) beast, unaligned

Armor Class 9

Hit Points 1

Speed 10ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	4 (-3)	4 (-3)	1 (-5)	8 (-1)	10 (0)

Skills Stealth +1

Senses passive Perception 10, Darkvision 30 feet.

Challenge 1/4

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 3 (1d6) poison damage. The target hit makes a DC 13 constitution saving throw, becoming poisoned on a fail. A poisoned creature takes 1d4 poison damage at the beginning of its turn and repeats the saving throw, ending the poisoned condition on a success.

FUNNEL-WEB SPIDER

Tiny beast, unaligned

Armor Class 10

Hit Points 1

Speed 10ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	6 (-2)	1 (-5)	8 (-1)	10 (0)

Skills Stealth +2

Senses passive Perception 10, Darkvision 30 feet.

Challenge 1/4

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 3 (1d6) poison damage. The target hit makes a DC 14 constitution saving throw, becoming poisoned on a fail. A poisoned creature is stunned, takes 1d6 poison damage at the beginning of its turn and repeats the saving throw, ending the poisoned condition on a success.

LION'S MANE JELLYFISH

Medium beast, unaligned

Armor Class 6

Hit Points 7

Speed swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	3 (-4)	10 (0)	1 (-5)	2 (-4)	1 (-5)

Senses passive Perception 6.

Challenge 1/4

Venomous Sting. When a creature starts its turn within 5 feet from the Lion's Mane or enters such range for the first time it must make a DC 12 dexterity saving throw or be stung by the Jellyfish. Creatures must make this saving throw also if the Lion's Mane moves within 5 feet from them. A stung creature must make a DC 12 constitution saving throw, taking 1d4 poison damage on a fail, or half as much damage on a success.

Underwater Inhabitant. The Jellyfish can breathe only underwater and will die if it remains more than one hour out of it. Its corpse can still sting if touched.

GIANT LION'S MANE

Large beast, unaligned

Armor Class 6

Hit Points 9

Speed swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	3 (-4)	12 (+1)	1 (-5)	2 (-4)	1 (-5)

Senses passive Perception 6.

Challenge 1/4

Venomous Sting. When a creature starts its turn within 5 feet from the Lion's Mane or enters such range for the first time it must make a DC 13 dexterity saving throw or be stung by the Jellyfish. Creatures must make this saving throw also if the Lion's Mane moves within 5 feet from them. A stung creature must make a DC 13 constitution saving throw, taking 1d4 poison damage on a fail, or half as much damage on a success.

Underwater Inhabitant. The Jellyfish can breathe only underwater and will die if it remains more than one hour out of it. Its corpse can still sting if touched.

BLUEBOTTLE MAN O' WAR

Little (Tiny) beast, unaligned

Armor Class 7

Hit Points 2

Speed swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	4 (-3)	6 (-2)	1 (-5)	2 (-4)	1 (-5)

Senses passive Perception 6

Challenge 1/4

Venomous Sting. When a creature starts its turn within 5 feet from the bluebottle or enters such range for the first time it must make a DC 12 Dexterity saving throw or be stung by it. Creatures must make this saving throw also if the Bluebottle moves within 5 feet from them. A stung creature must make a DC 12 constitution saving throw, becoming poisoned and taking 1d6 poison damage on a fail, or only taking half as much damage on a success. A poisoned creature can repeat the constitution saving throw every minute to end the condition.

Underwater Inhabitant. The bluebottle can breathe only underwater and will die if it remains more than one hour out of it. Its corpse can still sting if touched.

BOX JELLYFISH

Little (Tiny) beast, unaligned

Armor Class 8

Hit Points 1

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	6 (-2)	5 (-3)	1 (-5)	4 (-3)	1 (-5)

Skills Stealth +3

Senses passive Perception 7

Challenge 1

Venomous Sting. When a creature starts its turn within 5 feet from the Jellyfish or enters such range for the first time it must make a DC 15 Dexterity saving throw or be stung by it. Creatures must make this saving throw also if the Jellyfish moves within 5 feet from them. A stung creature must make a DC 15 constitution saving throw, taking 1d8 poison damage and becoming poisoned, paralyzed and unable to breathe on a fail, or only becoming poisoned and taking half as much damage on a success. A poisoned or paralyzed creature must repeat the constitution saving throw every minute (at the beginning of its turn every round in combat) to end the condition. On each fail they take 1d4 poison damage.

Underwater Inhabitant. The Jellyfish can breathe only underwater and will die if it remains more than one hour out of it. Its corpse can still sting if touched.

LARGE SCOLOPENDRA

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 2

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	8 (-1)	4 (-3)	12 (+1)	10 (0)

Skills Stealth +4

Senses passive Perception 11

Challenge 1/4

Good Smell. The scolopendra has advantage in perception checks that rely on smell.

Death Stench.(needs verified source tho) When a Scolopendra dies in its natural environment, which usually is a lush one, up to 1d6-1 other scolopendras can show up within the next 30 minutes, lured in by the smell of the carcass.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 piercing damage + 1 poison damage. The target hit makes a DC 15 constitution saving throw, becoming poisoned on a fail. A poisoned creature repeats the saving throw at the beginning of each turn, ending the poisoned condition on a success. If it fails with a roll of 1 it is paralyzed for its turn as it suffers in excruciating, agonizing pain. If the target of the bite is a little or smaller creature it is grappled (escape DC 10) and it takes 1 poison damage every time it fails the saving throw on a 1.

ROGUE SCOLOPENDRA F

Small beast, unaligned

Armor Class 12

Hit Points 5

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	5 (-3)	12 (+1)	10 (0)

Skills Stealth +5, Perception +4

Senses passive Perception 14

Challenge 1

Good Smell. The scolopendra has advantage in perception checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 (1d4) piercing damage + 2 (1d4) poison damage. The target hit makes a DC 15 constitution saving throw, becoming poisoned on a fail. A poisoned creature repeats the saving throw at the beginning of each turn, ending the poisoned condition on a success. If it fails with a roll of 1 it is paralyzed for its turn as it suffers in excruciating, agonizing pain. If the target of the bite is a small or smaller creature it is grappled (escape DC 11) and it takes 1d4 poison damage every time it fails the saving throw on a 1.

FISH

SWORDFISH

Large beast, unaligned

Armor Class 14
Hit Points 26
Speed swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 60 feet,
Blindsight 10 feet.
Challenge 1

Water Breathing. The swordfish can breathe only underwater.

Lunge. The swordfish can make a Thrust or Slash attack as a bonus action.

Actions

Thrust. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 3d8 + 4 piercing damage.

Slash. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 2d8 + 4 slashing damage.

GIANT TUNA*

Large beast, unaligned

Armor Class 14
Hit Points 26
Speed swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +5
Senses passive Perception 15, Darkvision 60 feet,
Blindsight 10 feet.
Challenge 1/4

Water Breathing. The tuna can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 1d4 + 3 piercing damage.

ELDER SWORDFISH F

Large beast, unaligned

Armor Class 14
Hit Points 30
Speed swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +7, Perception +7
Senses passive Perception 17, Darkvision 60 feet,
Blindsight 10 feet.
Challenge 4

Water Breathing. The swordfish can breathe only underwater.

Lunge. The swordfish can make a Thrust or Slash attack as a bonus action.

Actions

Thrust. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 3d10 + 4 piercing damage.

Slash. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 2d10 + 4 slashing damage.



SAILFISH

Medium beast, unaligned

Armor Class 16

Hit Points 16

Speed swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 1

Water Breathing. The sailfish can breathe only underwater.

Lunge. The sailfish can make a Thrust or Slash attack as a bonus action.

Actions

Thrust. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 1d12 + 6 piercing damage.

Slash. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 1d8 + 6 slashing damage.

BARRACUDA

Small beast, unaligned

Armor Class 13

Hit Points 5

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 1/4

Water Breathing. The barracuda can breathe only underwater.

Blood Frenzy. The barracuda has advantage in melee weapon attacks against creatures that do not have full HP.

Actions

Multiattack. The barracuda makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 3 piercing damage.

ELECTRIC EEL

Small beast, unaligned

Armor Class 10

Hit Points 6

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	14 (+2)	3 (-4)	10 (0)	6 (-2)

Senses passive Perception 15, Darkvision 10 feet.,
Blindsight 30 feet.

Challenge 1/2

Water Breathing. The eel can breathe only underwater.

Electric generation. Whenever a creature hits the ray with a melee weapon attack it must make a DC 15 constitution saving throw, taking 1d10 + 2 lightning damage and becoming stunned until the beginning of its next turn on a fail, or only taking half damage on a success.

Actions

Electric Discharge. A creature within 5 feet from the eel makes a DC 15 constitution saving throw: on a fail it takes 1d10 + 2 lightning damage and becomes stunned until the end of its next turn, on a success it doesn't become stunned and takes only half damage. Creatures in metal armor have disadvantage in this saving throw.

GREAT STURGEON*

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 34

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The sturgeon can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d8 + 4 bludgeoning damage.

STURGEON

Large beast, unaligned

Armor Class 13

Hit Points 27

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The sturgeon can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d6 + 4 bludgeoning damage.

ARAPAIMA

Large beast, unaligned

Armor Class 13

Hit Points 22

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The arapaima can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d4 + 3 piercing damage.

Thrash. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 3 bludgeoning damage.

GIANT MORAY

Small beast, unaligned

Armor Class 13

Hit Points 6

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	10 (0)	10 (0)

Skills Perception +4, Stealth +5

Senses passive Perception 14, Darkvision 60 feet.,
Blindsight 20 feet.

Challenge 1/2

Water Breathing. The moray can breathe only underwater.

Slender. The moray can move into a space that a creature of a little size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d10 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the moray can't bite another target.



SUNFISH

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 36

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	20 (+5)	3 (-4)	6 (-2)	6 (-2)

Senses passive Perception 10, Darkvision 60 feet., Blindsight 10 feet.

Challenge 1/8

Water Breathing. The sunfish can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d4 + 3 bludgeoning damage.

OARFISH

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 36

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	20 (+5)	3 (-4)	6 (-2)	6 (-2)

Senses passive Perception 10, Darkvision 60 feet., Blindsight 10 feet.

Challenge 1/8

Water Breathing. The oarfish can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. *Hit* 1d4 + 3 bludgeoning damage.

COELACANTH*

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed swim 30 ft.

GIANT GROUPEL*

Large beast, unaligned

Armor Class 10

Hit Points 18

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	3 (-4)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The grouper can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the grouper can't bite another target.

LIONFISH

Little (Tiny) beast, unaligned

Armor Class 9

Hit Points 1

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	6 (-2)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet., Blindsight 10 feet.

Challenge 1/8

Water Breathing. The lionfish can breathe only underwater.

Venomous spikes. When a creature hits the stonefish with an unarmed strike it takes 1 piercing damage + 1d4 poison damage and makes a DC 12 constitution saving throw, becoming poisoned on a fail. A poisoned creature takes 1d4 poison damage at the beginning of every of its turns and then makes the constitution saving throw again, ending the effect on a success. If a creature tries to touch the fish it must succeed in a DC 14 sleight of hand check to avoid being stung by it.

STONEFISH

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 2

Speed swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	6 (-2)	3 (-4)	10 (0)	8 (-1)

Skills Stealth +6

Senses passive Perception 10, Darkvision 30 feet., Blindsight 10 feet.

Challenge 1/4

Water Breathing. The stonefish can breathe only underwater.

Venomous spikes. When a creature hits the stonefish with an unarmed strike it takes 1 piercing damage + 1d6 poison damage and makes a DC 14 constitution saving throw, becoming poisoned on a fail. A poisoned creature takes 1d6 poison damage at the beginning of every of its turns and then makes the constitution saving throw again, ending the effect on a success. If a creature tries to touch the fish it must succeed in a DC 12 sleight of hand check to avoid being stung by it.

RED PIRANHA

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet., Blindsight 10 feet.

Challenge 1/8

Water Breathing. The piranha can breathe only underwater.

Keen Smell. The piranha has advantage in perception checks that rely on smell.

Blood Frenzy. The piranha has advantage in melee weapon attacks against creatures that do not have full HP.

Actions

Multiattack. The piranha makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 2 slashing damage.

PIRANHA SWARM

Medium swarm, unaligned

Armor Class 10

Hit Points 15

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	3 (-4)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet., Blindsight 10 feet.

Challenge 1/2

Water Breathing. The piranhas can breathe only underwater.

Keen Smell. The piranhas have advantage in perception checks that rely on smell.

Blood Frenzy. The piranha swarm has advantage in melee weapon attacks against creatures that do not have full HP. It also can use its bonus action to make a bite attack against such a creature.

Actions

Multiattack. The piranha swarm makes six bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

PIKE

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +4, Stealth +5

Senses passive Perception 14, Darkvision 60 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The pike can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the pike can't bite another target.

TIGER FISH

Small beast, unaligned

Armor Class 13

Hit Points 5

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 1/4

Water Breathing. The tiger fish can breathe only underwater.

Blood Frenzy. The tiger fish has advantage in melee weapon attacks against creatures that do not have full HP.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1d8 + 3 piercing damage.

GIANT GAR

Medium beast, unaligned

Armor Class 12

Hit Points 8

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	10 (0)	10 (0)

Skills Perception +4, Stealth +3

Senses passive Perception 14, Darkvision 60 feet.,
Blindsight 20 feet.

Challenge 1/4

Water Breathing. The gar can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the gar can't bite another target.

GREAT WHITE*

Huge beast, unaligned

Armor Class 13

Hit Points 40

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet., Blindsight 10 feet.

Challenge 5

Water Breathing. The great White can breathe only underwater.

Blood Frenzy. The Great White has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The Great White has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 3d8 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the great white can't bite another target.

TIGER SHARK

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 30

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet., Blindsight 10 feet.

Challenge 5

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 3d6 + 3 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the shark can't bite another target.

MAKO SHARK

Large beast, unaligned

Armor Class 13

Hit Points 21

Speed swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, Blindsight 10 feet.

Challenge 5

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 2d8 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the shark can't bite another target.

GREAT MAKO

Huge beast, unaligned

Armor Class 13

Hit Points 27

Speed swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, Blindsight 10 feet.

Challenge 5

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 2d10 + 3 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the shark can't bite another target.

MAKO

THRESHER SHARK

Large beast, unaligned

Armor Class 13

Hit Points 18

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 4

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in bite attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The shark makes two attacks, one with its tail and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 1d8 + 4 piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 1d8 + 4 bludgeoning damage.

BASKING SHARK

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 84
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Darkvision 60 feet.,
Blindsight 10 feet.
Challenge 2

Water Breathing. The shark can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 1d8 + 5 bludgeoning damage.

WHALE SHARK*

Gigantic (Huge) beast, unaligned

Armor Class 11
Hit Points 112
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Darkvision 60 feet.,
Blindsight 10 feet.
Challenge 2

Water Breathing. The shark can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 2d4 + 6 bludgeoning damage.

MEGAMOUTH SHARK*

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 42
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Darkvision 60 feet.,
Blindsight 10 feet.
Challenge 1

Water Breathing. The shark can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d6 + 4 bludgeoning damage.

GOBLIN SHARK

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 26

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 120 feet., Blindsight 10 feet.

Challenge 3

Water Breathing. The shark can breathe only underwater.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d8 + 2 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the shark can't bite another target.

SLEEPER SHARK

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 44

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet., Blindsight 10 feet.

Challenge 4

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Cold Dweller. The shark doesn't suffer repercussions or exhaustion because of moderately cold temperatures.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the shark can't bite another target.

HUNTING SHARK F

Large beast, unaligned

Armor Class 12
Hit Points 28
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.
Challenge 5

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 2d8 + 3 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the shark can't bite another target.

HOUND SHARK F

Medium beast, unaligned

Armor Class 12
Hit Points 10
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.
Challenge 1

Water Breathing. The shark can breathe only underwater.

Blood Frenzy. The shark has advantage in melee weapon attacks against creatures that do not have full HP or that are within 5 feet from an ally of the shark.

Keen Smell. The shark has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the shark can't bite another target.

GREATER WHITE F

Huge beast, unaligned

Armor Class 13

Hit Points 58

Speed swim 65 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Skills Perception +7

Saving Throws Strength +7, Dexterity +6, Constitution +7

Senses passive Perception 17, Darkvision 60 feet., Blindsight 10 feet.

Challenge 7

Water Breathing. The greater White can breathe only underwater.

Blood Frenzy. The Greater White has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The Great White has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 3d8 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the great white can't bite another target.

THE SCARRED ONE

This Great White has lived for years, growing to a massive size, battling many adversaries, learning tricks and behaviours, understanding when to retreat and the proper moment to strike. Its body, fins and head all show scars and wounds, the tangible remains of all its fights.

This Shark knows the danger humanoids pose and avoids direct confrontation with them if they are in groups or prove to be capable of defending themselves.

STINGRAY

Medium beast, unaligned

Armor Class 13

Hit Points 7

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 10 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The ray can breathe only underwater.

Actions

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1d6 + 1 piercing damage + 1d8 poison damage. The creature hit makes a DC 13 constitution saving throw, becoming poisoned for one minute. A creature can repeat the saving throw at the end of each of its turns to end the effect.

ELECTRIC RAY

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 3

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	12 (+1)	3 (-4)	10 (0)	6 (-2)

Senses passive Perception 10, Darkvision 10 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The ray can breathe only underwater.

Electric generation. Whenever a creature hits the ray with a melee weapon attack it takes 1 lightning damage.

Actions

Electric Discharge. A creature within 5 feet from the ray makes a DC 12 constitution saving throw: on a fail it takes 1d4 + 1 lightning damage and becomes stunned until the end of its next turn, on a success it doesn't become stunned and takes only half damage. Creatures in metal armor have disadvantage in this saving throw.

GIANT MANTA RAY

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 36

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	3 (-4)	10 (0)	8 (-1)

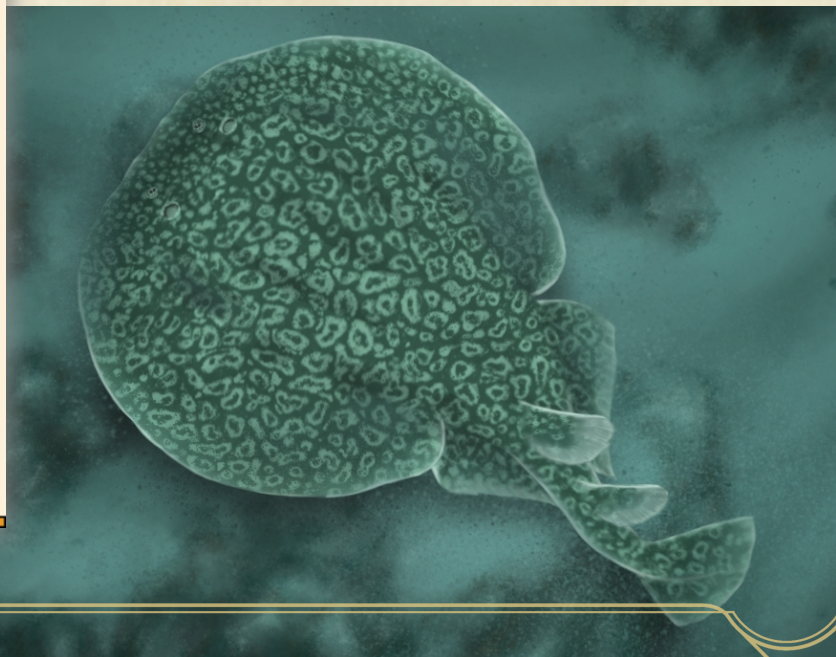
Senses passive Perception 10, Darkvision 30 feet., Blindsight 20 feet.

Challenge 1/8

Water Breathing. The Manta can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 1d4 + 3 bludgeoning damage.



AMPHIBIANS

DART FROG*

Minuscule (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	1 (-5)	2 (-4)	8 (-1)	3 (-4)

Skills Perception +1,

Senses passive Perception 11, Darkvision 30 feet.

Challenge 1/2

Powerful Poison. A creature in direct contact with a dart frog, takes 1d8 poison damage and makes a DC 14 constitution saving throw, becoming poisoned and paralyzed on a fail. A poisoned creature takes 1d8 poison damage at the beginning of its turn and will roll death saving throws with disadvantage. It can repeat the saving throw at the end of each turn to end the conditions.

Venom Resistance. The frog has resistance to poison damage and immunity to the poisoned condition.

GIANT SALAMANDER*

Small beast, unaligned

Armor Class 10

Hit Points 3

Speed 10ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	10 (0)	2 (-4)	10 (0)	8 (-1)

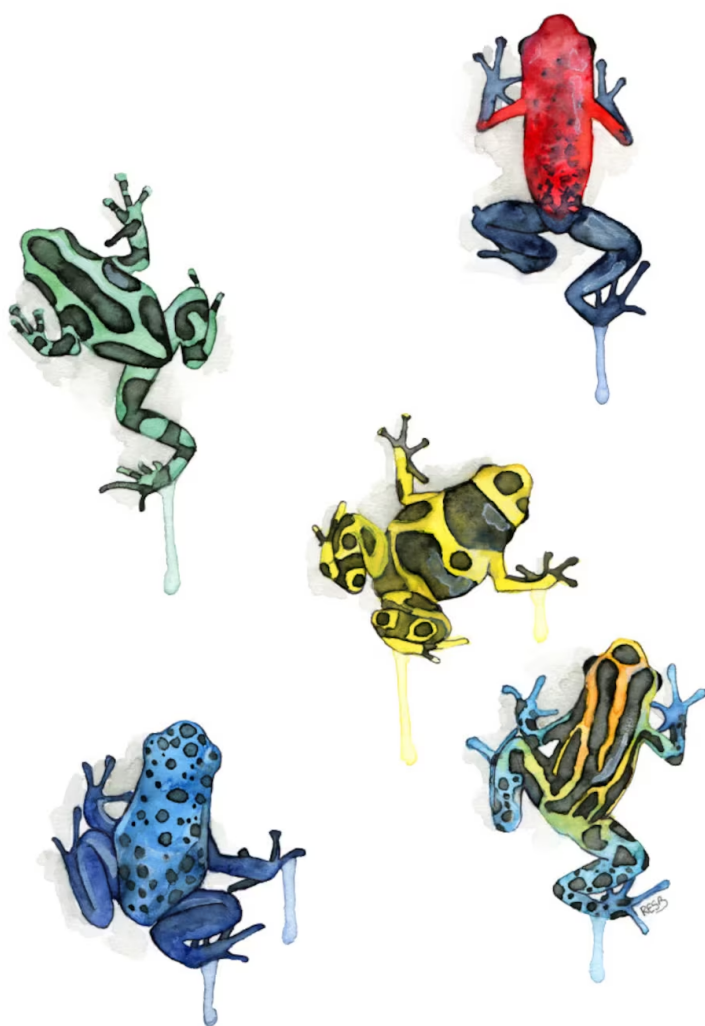
Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/8

Amphibious. The salamander can breathe both in air and water. If it is out of water and remains without water for more than one hour it starts making constitution saving throws every hour. The DC of the constitution saving throw is 12 at it increases by 1 each hour. On a fail the salamander takes 1 level of exhaustion.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1d4 -1 piercing damage.



GOLIATH FROG

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 1

Speed 10ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (0)	6 (-2)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet.

Challenge 0

Amphibious. The Goliath Frog can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit* 1 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 8). Until this grapple ends, the target is restrained, and the frog can't bite another target

REPTILES

CROCODILE / ALLIGATOR

Large beast, unaligned

Armor Class 12
Hit Points 21
Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +3
Senses passive Perception 13, Darkvision 30 feet.
Challenge 1

Hold Breath. The Crocodile can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Crocodile can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Crocodile makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) bludgeoning damage.

Death Roll. (Recharge 5-6) If the Crocodile is grappling a creature with its bite it can make a death roll attack. The grappled creature makes a DC 13 strength saving throw, taking 1d6 bludgeoning damage + 1d6 slashing damage and being stunned until the beginning of its turn on a fail.

SALTWATER CROCODILE

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 36
Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +3
Senses passive Perception 13, Darkvision 30 feet.
Challenge 2

Hold Breath. The crocodile can hold its breath for up to thirty minutes.

Speed Burst. While swimming the crocodile can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

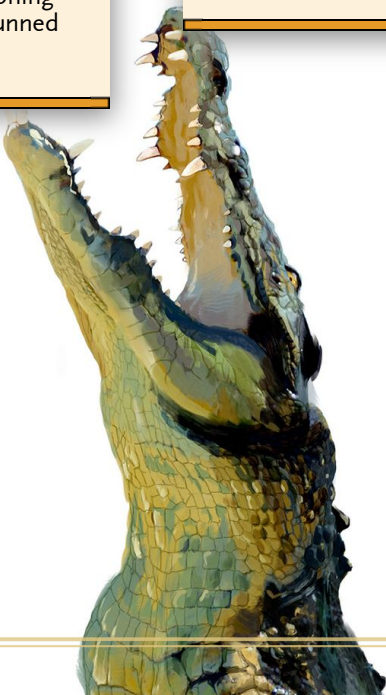
Actions

Multiattack. The crocodile makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 4) bludgeoning damage.

Death Roll. (Recharge 5-6) If the Crocodile is grappling a creature with its bite it can make a death roll attack. The grappled creature makes a DC 14 strength saving throw, taking 1d8 bludgeoning damage + 1d8 slashing damage and being stunned until the beginning of its turn on a fail.



GREEN ANACONDA/ RETICULATED PYTHON

Medium beast, unaligned

Armor Class 10

Hit Points 10

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	3 (-4)	10 (0)	10 (0)

Skills Perception +3,

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/2

Hold Breath. The anaconda can hold its breath for up to thirty minutes.

Slender. The Anaconda can move into a space that a creature of a little size would fit into without any disadvantage or reduction to the speed.

Keen Smell. The anaconda has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Anaconda can't bite another target.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) bludgeoning damage. The target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, the snake can't constrict another target and it can use its bonus action to deal additional 1d6 bludgeoning damage to the constricted creature.



KING COBRA

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	3 (-4)	10 (0)	12 (+1)

Skills Perception +3,

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1

Venom Resistance. The cobra has resistance to poison damage and immunity to the poisoned condition.

Slender. The cobra can move into a space that a creature of a tiny size would fit into without any disadvantage or reduction to the speed.

Keen Smell. The cobra has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 2 piercing damage + 1d8 poison damage. The creature hit makes a DC 14 constitution saving throw, becoming poisoned for thirty minutes on a fail: every minute the poisoned creature repeats the saving throw, taking one level of exhaustion on a fail. If a creature reaches 6 levels of exhaustion this way it doesn't outright die, but is knocked unconscious and instead of death saving throws it rolls constitution saving throws. Such a creature can't be stabilized until it is healed from the venom.



BLACK MAMBA

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	3 (-4)	10 (0)	12 (+1)

Skills Perception +3,

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1

Venom Resistance. The mamba has resistance to poison damage and immunity to the poisoned condition.

Slender. The mamba can move into a space that a creature of a tiny size would fit into without any disadvantage or reduction to the speed.

Speed Burst. While moving the mamba can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Keen Smell. The cobra has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 2 piercing damage + 1d6 poison damage. The creature hit makes a DC 14 constitution saving throw, becoming poisoned and paralyzed for thirty minutes on a fail: at the beginning of every turn the poisoned creature repeats the saving throw, taking 1d6 poison damage on a fail. On a 20 the effects of the venom end.

PLUMP VIPER

Small beast, unaligned

Armor Class 9

Hit Points 4

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	3 (-4)	8 (-1)	12 (+1)

Skills Perception +3,

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/2

Venom Resistance. The viper has resistance to poison damage and immunity to the poisoned condition.

Slender. The viper can move into a space that a creature of a little size would fit into without any disadvantage or reduction to the speed.

Keen Smell. The viper has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 piercing damage + 1d8 poison damage. The creature hit makes a DC 14 constitution saving throw, becoming poisoned for thirty minutes on a fail: at the beginning of every turn the poisoned creature repeats the saving throw, taking 1d8 poison damage on a fail. On a 20 the effects of the venom end.

SEA SNAKE

Small beast, unaligned

Armor Class 12

Hit Points 3

Speed 10ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	3 (-4)	10 (0)	9 (-1)

Skills Perception +4,

Senses passive Perception 14, Darkvision 10 feet, Blindsight 10 feet.

Challenge 1

Hold Breath. The snake can hold its breath up to one hour.

Venom Resistance. The snake has resistance to poison damage and immunity to the poisoned condition.

Slender. The snake can move into a space that a creature of a tiny size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4+1 piercing damage + 5 (1d10) poison damage. The creature hit makes a DC 15 constitution saving throw, becoming poisoned and paralyzed for thirty minutes on a fail: every minute the poisoned creature repeats the saving throw, taking one level of exhaustion and 1d4 poison damage on a fail. If a creature reaches 6 levels of exhaustion this way it doesn't outright die, but is knocked unconscious and instead of death saving throws it rolls constitution saving throws. Such a creature can't be stabilized until it is healed from the venom.

SPITTING COBRA

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	9 (-1)

Skills Perception +4,

Senses passive Perception 14, Darkvision 10 feet, Blindsight 10 feet.

Challenge 1/4

Venom Resistance. The cobra has resistance to poison damage and immunity to the poisoned condition.

Slender. The cobra can move into a space that a creature of a tiny size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d3+1 piercing damage + 3 (1d6) poison damage. The creature hit makes a DC 14 constitution saving throw, becoming poisoned for thirty minutes on a fail: every minute the poisoned creature repeats the saving throw, taking 1d4 poison damage on a fail and ending the poisoned condition on a success.

Venom Spit. Ranged Weapon Attack: +4 to hit, reach 5/10 ft., one target. Hit: 1 poison damage. The creature hit is poisoned for one minute and it can make a DC 14 constitution saving throw at the beginning of each of its rounds to end the condition. A creature poisoned this way is blinded.

FLYING SNAKE

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	3 (-4)	10 (0)	9 (-1)

Skills Perception +4,

Senses passive Perception 14, Darkvision 10 feet, Blindsight 10 feet.

Challenge 1/8

Venom Resistance. The snake has resistance to poison damage.

Slender. The snake can move into a space that a creature of a tiny size would fit into without any disadvantage or reduction to the speed.

Glider. The snake has a 20 feet falling speed: for every 5 feet it falls it moves 10 feet horizontally. It also takes no damage when landing.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 piercing damage + 1 poison damage. The creature hit makes a DC 10 constitution saving throw, becoming poisoned for thirty minutes on a fail: every minute the poisoned creature repeats the saving throw ending the poisoned condition on a success.

GREAT PYTHON

Small beast, unaligned

Armor Class 10

Hit Points 5

Speed 20ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	3 (-4)	8 (-1)	10 (0)

Skills Perception +3,

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Hold Breath. The python can hold its breath for up to ten minutes.

Slender. The python can move into a space that a creature of tiny size would fit into without any disadvantage or reduction to the speed.

Keen Smell. The python has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the python can't bite another target.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) bludgeoning damage. The target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, the python can't constrict another target and it can use its bonus action to deal additional 1d4 bludgeoning damage to the constricted creature.

KOMODO MONITOR

Medium beast, unaligned

Armor Class 12

Hit Points 14

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 2

Keen Smell. The monitor has advantage on Wisdom (Perception) checks that rely on smell.

Speed Burst. While walking the monitor can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 piercing damage + 1d4 poison damage. On a hit the target makes a DC 13 constitution saving throw, being poisoned on a fail. A poisoned target has its speed halved and repeats the constitution save at the beginning of its turn, ending the condition on a success or taking 1 poison damage on a fail. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends the monitor can't bite another target.

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 1d6 + 3 bludgeoning damage. If the target hit is medium size or smaller it makes a DC 13 strength saving throw, being knocked prone on a fail.

WATER MONITOR

Small beast, unaligned

Armor Class 11

Hit Points 6

Speed 30ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Keen Smell. The monitor has advantage on Wisdom (Perception) checks that rely on smell.

Speed Burst. While the water monitor can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage + 1 poison damage. If the target is a small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the monitor can't bite another target.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage. If the target hit is small size or smaller it makes a DC 11 strength saving throw, being knocked prone on a fail.



ARTELLIA

Small beast, unaligned

Armor Class 11

Hit Points 5

Speed 30ft., swim 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The artellia has advantage on Wisdom (Perception) checks that rely on smell.

Speed Burst. While the artellia can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d3 + 1 piercing damage + 1 poison damage. If the target is a small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the artellia can't bite another target.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d3 + 1 bludgeoning damage. If the target hit is small size or smaller it makes a DC 11 strenght saving throw, being knocked prone on a fail.

PERENTIE

Small beast, unaligned

Armor Class 11

Hit Points 4

Speed 30ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The perentie has advantage on Wisdom (Perception) checks that rely on smell.

Speed Burst. While the perentie can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d3 + 1 piercing damage + 1 poison damage. If the target is a small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the perentie can't bite another target.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d3 + 1 bludgeoning damage. If the target hit is small size or smaller it makes a DC 11 strenght saving throw, being knocked prone on a fail.

TREE MONITOR

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Skills Acrobatics +3, Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/8

Tree Dweller. The tree monitor has advantage in acrobatics checks to avoid falling while climbing.

Slender. The tree monitor can move normally within the space fit for little creatures.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d3) piercing + 1 poison damage.



POACHING AND ILLEGAL PETS

Many beautiful and exotic animals are not bred in captivity, like dogs. Instead they are poached illegally from their own land and this, together with habitat destruction is driving them to extinction. An example is the beautiful blue tree monitor.

LEACHIE

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Skills Stealth +5

Senses passive Perception 12, Darkvision 60 feet.

Challenge 0

Adhesive Feet. The leachie has advantage in acrobatics checks to avoid falling while climbing. It can also walk on flat walls and even on ceilings.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

TOKAY

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Skills Stealth +3

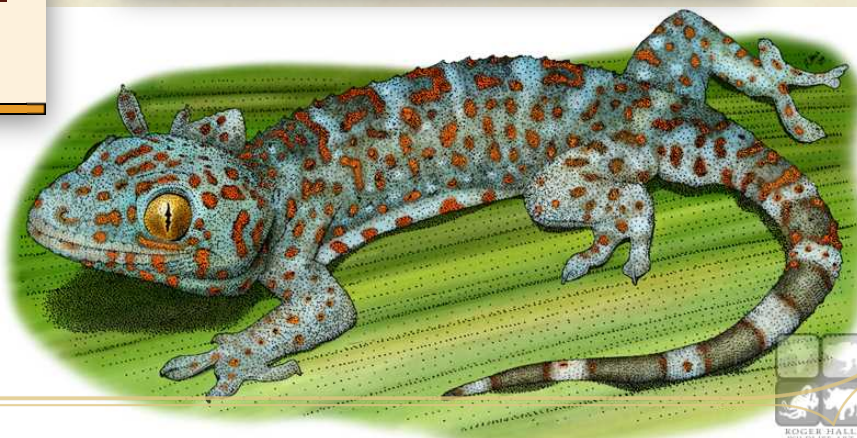
Senses passive Perception 12, Darkvision 60 feet.

Challenge 1/8

Adhesive Feet. The tokay has advantage in acrobatics checks to avoid falling while climbing. It can also walk on flat walls and even on ceilings.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



COMMON IGUANA

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d3) piercing damage.

Tail. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d3) bludgeoning damage. If the target hit is small size or smaller it makes a DC 9 strength saving throw, being knocked prone on a fail.

TEGU

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	10 (0)	5 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Tail. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage. If the target hit is small size or smaller it makes a DC 10 strength saving throw, being knocked prone on a fail.

MARINE IGUANA

Small beast, unaligned

Armor Class 11

Hit Points 2

Speed 20ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The iguana can hold its breath for up to thirty minutes.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d3) piercing damage.

Tail. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d3) bludgeoning damage. If the target hit is small size or smaller it makes a DC 9 strength saving throw, being knocked prone on a fail.

BEADED LIZARD

Little (Tiny) beast, unaligned

Armor Class 9

Hit Points 2

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1) piercing damage + 1 poison damage. The target hit makes a DC 10 constitution saving throw, becoming poisoned on a fail. A poisoned creature can repeat the saving throw at the beginning of its turn to end the condition.

GREAT SNAPPING TURTLE

Small beast, unaligned

Armor Class 14

Hit Points 10

Speed 10ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The turtle can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d8 + 2 slashing damage.

LEATHERBACK TURTLE

Medium beast, unaligned

Armor Class 14

Hit Points 18

Speed 5ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The turtle can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

BIRDS

Birds are characterized by many features, but the main one is the presence of feathers, possibly complex ones. They have variegated livreas, colourful plumage, weird shapes and peculiar songs. Most birds fly, but some, usually the bigger ones aren't able to do so.

OSTRICH

Medium beast, unaligned

Armor Class 12

Hit Points 13

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Runner. The Ostrich can use the dash action as a bonus action.

Actions

Multiattack. The Ostrich makes two attacks: one with its beak and one with its feet.

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1d4 + 2 piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1d6 + 2 bludgeoning + 1d4 slashing damage.



CASSOWARY

Medium beast, unaligned

Armor Class 12

Hit Points 12

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (-4)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/2

Actions

Multiattack. The Cassowary makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1d4 + 2 piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1d6 + 2 slashing + 1d4 bludgeoning damage.

EMU

Medium beast, unaligned

Armor Class 12

Hit Points 6

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Runner. The Emu can use the dash action as a bonus action.

Actions

Multiattack. The Emu makes two attacks: one with its beak and one with its feet.

Beak. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1d3 piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1d4 bludgeoning damage.

KIWI

Little (tiny) beast, unaligned

Armor Class 8

Hit Points 1

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	7 (-2)	6 (-2)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 11

Challenge 0

MARABOU

Medium beast, unaligned

Armor Class 11

Hit Points 4

Speed 25ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)	4 (-3)	14 (+2)	10 (0)

Skills Perception +6

Senses passive Perception 16.

Challenge 1/4

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 4 (1d6+1) slashing damage.

GOLIATH HERON

Medium beast, unaligned

Armor Class 12

Hit Points 3

Speed 25ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	4 (-3)	14 (+2)	10 (0)

Skills Perception +6, Stealth +4

Senses passive Perception 16.

Challenge 1/4

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4+2) slashing damage.

JUNGLE EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	10 (0)	4 (-3)	14 (+2)	10 (0)

Skills Perception +6, Acrobatics +6

Senses passive Perception 16

Challenge 1/4

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the eagle doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing or slashing damage. On a hit the eagle can attempt to grapple or shove the target.



COMMON EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	4 (-3)	14 (+2)	10 (0)

Skills Acrobatics +4, Perception +6

Senses passive Perception 16

Challenge 1/4

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the eagle doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Soaring. The eagle can fly up to 4 hours without needing to rest.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing or slashing damage. On a hit the eagle can attempt to grapple or shove the target.

BEARDED VULTURE

Small beast, unaligned

Armor Class 10

Hit Points 5

Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +6

Senses passive Perception 16

Challenge 1/4

Keen Sight. The vulture has advantage on Wisdom (Perception) checks that rely on sight.

Soaring. The vulture can fly up to 8 hours without needing to rest.

Actions

Peck. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) piercing damage.

Talons. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) slashing damage.

CONDOR

Small beast, unaligned

Armor Class 10

Hit Points 6

Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +6

Senses passive Perception 16

Challenge 1/4

Keen Sight. The condor has advantage on Wisdom (Perception) checks that rely on sight.

Soaring. The condor can fly up to 8 hours without needing to rest.

Actions

Peck. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) piercing damage.

Talons. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d2) slashing damage.

SNOW OWL

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	5 (-3)	14 (+2)	10 (0)

Skills Perception +6, Stealth +6

Senses passive Perception 16, Darkvision 120 feet.

Challenge 1/4

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Flyby. If flying the owl doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Cold Dweller. The owl doesn't suffer repercussions or exhaustion because of moderate cold temperatures. It also has advantage in stealth checks made in a snowy environment.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing or slashing damage.

PARROT

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 2

Speed 10ft., fly 40 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (0)	8 (-1)	6 (-2)	10 (0)	8 (-1)

Skills Perception +4, Sleight of hand +2

Senses passive Perception 14

Challenge 0

Smart. Parrots are smart animals and can follow simple orders like finding someone they know, retrieving a specific or generic object or keep watch.

Mimicry. Well trained parrots can imitate sounds and single words or short, one verb sentences.

Actions

Peck. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 slashing damage.

FALCON

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 2

Speed 10ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +7, Perception +6

Senses passive Perception 16

Challenge 1/8

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the falcon doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the falcon is flying it can use the dash action as a bonus action, but not to fly up. If the falcon does so it has advantage on its attack roll and deals 1 additional bludgeoning damage .

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing or slashing damage.

GYRFALCON

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 20ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +6, Perception +6

Senses passive Perception 16

Challenge 1/8

Keen Sight. The gyrfalcon has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the gyrfalcon doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the gyrfalcon is flying it can use the dash action as a bonus action, but not to fly up. If the falcon does so it has advantage on its attack roll made in the same turn.

Cold Dweller. The gyrfalcon doesn't suffer repercussions or exhaustion because of moderate cold temperatures. It also has advantage in stealth checks made in a snowy environment.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing or slashing damage.

OSPREY

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 20ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +6, Perception +6

Senses passive Perception 16

Challenge 1/8

Keen Sight. The osprey has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the osprey doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the osprey is flying it can use the dash action as a bonus action, but not to fly up. If the osprey does so it has advantage on its attack roll made in the same turn.

Strong Grip. The osprey has advantage in athletics checks to hold onto objects.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing damage.

TURKEY

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 30ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	11 (0)	3 (-4)	10 (0)	8 (-1)

Skills Perception +4

Senses passive Perception 14.

Challenge 0

Actions

Peck. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 1 piercing damage.

Kick. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 1 piercing damage.

SPARROWHAWK

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 1

Speed 10ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +7, Perception +6

Senses passive Perception 16

Challenge 0

Keen Sight. The sparrowhawk has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the sparrowhawk doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the sparrowhawk is flying it can use the dash action as a bonus action, but not to fly up.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing or slashing damage.

KESTREL

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 1

Speed 10ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +7, Perception +6

Senses passive Perception 16

Challenge 0

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the falcon doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the falcon is flying it can use the dash action as a bonus action, but not to fly up. If the falcon does so it has advantage on its attack roll made in the same turn.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing or slashing damage.

GOSHAWK

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 2

Speed 10ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	8 (-1)	5 (-3)	14 (+2)	8 (-1)

Skills Acrobatics +7, Perception +6

Senses passive Perception 16

Challenge 1/8

Keen Sight. The goshawk has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the goshawk doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Nosedive. If the goshawk is flying it can use the dash action as a bonus action, but not to fly up.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing or slashing damage.



GOOSE / SWAN

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 20ft., fly 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	12 (+1)	4 (-3)	10 (0)	12 (+1)

Skills Intimidation +4, Perception +4

Senses passive Perception 14

Challenge 1/4

Unmovable. The goose has advantage in saving throws against being frightened.

Traveller. The goose can fly for 8 hours without problems and has advantage in saving throws against exhaustion because of travelling.

Actions

Peck. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1d4 piercing damage.

GREAT OWL

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 3

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	5 (-3)	14 (+2)	10 (0)

Skills Perception +6, Stealth +6

Senses passive Perception 16, Darkvision 120 feet.

Challenge 1/8

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Flyby. If flying the owl doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing or slashing damage.

GREY OWL

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 3

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	5 (-3)	14 (+2)	10 (0)

Skills Perception +6, Stealth +6

Senses passive Perception 16, Darkvision 120 feet.

Challenge 1/8

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Flyby. If flying the owl doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Cold Dweller. The owl doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing or slashing damage.



HUNTING OWL F

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 4

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	8 (-1)	6 (-2)	14 (+2)	10 (0)

Skills Perception +6, Stealth +6

Senses passive Perception 16, Darkvision 120 feet.

Challenge 1/4

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Flyby. If flying the owl doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 3(1d3+2) piercing or slashing damage.

ROGUE RAVEN F

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 3

Speed 15ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	8 (-1)	14 (+2)	10 (0)

Skills Perception +6, Stealth +4, Investigation +2, Sleight of Hand +4

Senses passive Perception 16, Darkvision 30 feet.
Challenge 1/4

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Flyby. If flying the raven doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing damage.

RAVEN

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 10ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	8 (-1)	7 (-2)	13 (+1)	10 (0)

Skills Perception +5, Investigation 0

Senses passive Perception 15

Challenge 1/4

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Flyby. If flying the raven doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1 piercing damage.

CROW

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed 10ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	7 (-2)	7 (-2)	13 (+1)	10 (0)

Skills Perception +5, Investigation 0

Senses passive Perception 15

Challenge 1/8

Mimicry. The crow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Flyby. If flying the crow doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1 piercing damage.

MAMMALS

Mammals are all the animals that share most of the following features:

- they produce milk to feed the babies.
- they give live birth to the offsprings
- they are usually covered with some kind of fur
- they are warm blooded

Over time different animals evolved to occupy many niches, but there is one that they never occupied: gigantic land predators, but for the rest they occupied all the remaining ones, particularly it is noticeable a good amount of mammals adapted to extremely cold environments.



LEOPARD

Medium beast, unaligned

Armor Class 13

Hit Points 13

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The leopard can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

Leap. The leopard has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The leopard makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) slashing damage.

JAGUAR

Medium beast, unaligned

Armor Class 12

Hit Points 16

Speed 40ft., climb 40 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Keen Smell. The jaguar has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The jaguar can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the jaguar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the jaguar can make one bite attack against it as a bonus action.

Leap. The jaguar has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The jaguar makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7(1d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7(1d8 + 3) slashing damage.

RANGER LEOPARD F

Medium beast, unaligned

Armor Class 13

Hit Points 15

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	12 (+1)

Skills Athletics +5, Perception +5, Stealth +6

Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The leopard can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

Leap. The leopard has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The leopard makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) slashing damage.

MELANISTIC FELINES

It is not rare for many felines (especially leopards and jaguars) to have a mutation that makes their mantle almost completely black (albeit the spots can still be noticed if one looks with attention) such individual has advantage in stealth checks in dim light, but disadvantage in bright light.



TIGER*

Large beast, unaligned

Armor Class 12

Hit Points 22

Speed 40ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5, Stealth +3

Senses passive Perception 15, Darkvision 60 feet.

Challenge 1

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The tiger can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the tiger can long jump up to 25 ft.

Actions

Multiattack. The tiger makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9(1d12 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8(1d10 + 3) slashing damage.

DWARF TIGER*

Medium beast, unaligned

Armor Class 12

Hit Points 13

Speed 40ft., climb 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The tiger can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the tiger can long jump up to 25 ft..

Actions

Multiattack. The tiger makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7(1d10 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) slashing damage.



SNOW LEOPARD*

Small beast, unaligned

Armor Class 13

Hit Points 7

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +4, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/2

Cold Dweller. The leopard doesn't suffer repercussions or exhaustion because of moderate cold temperatures. It also has advantage in stealth checks made in a snowy environment.

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The leopard can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

Sturdy. The leopard has advantage in all the saving throws and ability checks against falling and being moved, pushed, grappled, knocked prone. It also has advantage in checks related to climbing.

Leap. The leopard has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The leopard makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) slashing damage.

CLOUDED LEOPARD*

Small beast, unaligned

Armor Class 13

Hit Points 4

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (0)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +3, Acrobatics +7, Perception +5, Stealth +7

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The leopard can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

Dexterous. The leopard has advantage in saving throws against falling and in checks related to climbing or moving in difficult situations (like on top of trees)

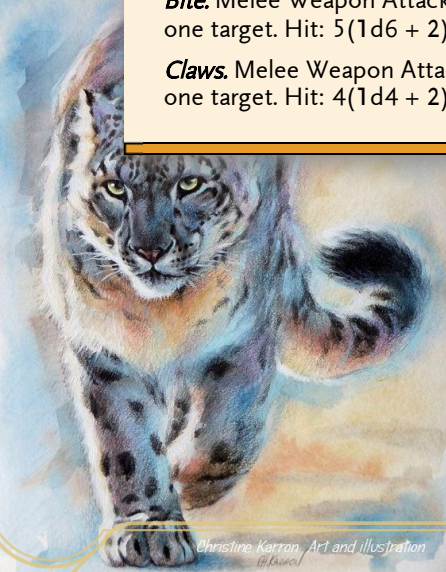
Leap. The leopard has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The leopard makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3(1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3(1d4 + 1) slashing damage.



Christine Karon, Art and illustration
of Dune

RANGER SNOW LEOPARD F

Medium beast, unaligned

Armor Class 13

Hit Points 9

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	12 (+1)

Skills Athletics +5, Acrobatics +6, Perception +5, Stealth +6

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Cold Dweller. The leopard doesn't suffer repercussions or exhaustion because of moderate cold temperatures. It also has advantage in stealth checks made in a snowy environment.

Keen Smell. The leopard has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The leopard can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

Sturdy. The leopard has advantage in all the saving throws and ability checks against falling and being moved, pushed, grappled, knocked prone. It also has advantage in checks related to climbing.

Leap. The leopard has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The leopard makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) slashing damage.

RANGER JAGUAR F

Medium beast, unaligned

Armor Class 13

Hit Points 16

Speed 40ft., climb 40 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Skills Athletics +6, Acrobatics +6, Perception +5, Stealth +6

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Keen Smell. The jaguar has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The jaguar can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the jaguar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the jaguar can make one bite attack against it as a bonus action.

Leap. The jaguar has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The jaguar makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8 + 3) slashing damage.

CHEETAH

Small beast, unaligned

Armor Class 13
Hit Points 6
Speed 70ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +3, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Keen Smell. The cheetah has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The cheetah can use the dash action as a bonus action. It can use this feature a number of times equal to 1 + its constitution modifier per long rest.

Pounce. If the cheetah moves at least 20 feet straight toward a medium or smaller creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the cheetah can make one bite attack against it as a bonus action.

Leap. The cheetah has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The cheetah makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 1) slashing damage.

CARACAL

Small beast, unaligned

Armor Class 13
Hit Points 3
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +2, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Keen Smell. The caracal has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The caracal can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the caracal moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the caracal can make one bite attack against it as a bonus action.

Leap. The caracal has its jump distance and height tripled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The caracal makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) slashing damage.

CARACAL

Small beast, unaligned

Armor Class 13

Hit Points 3

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +2, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Smell. The caracal has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The caracal can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the caracal moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the caracal can make one bite attack against it as a bonus action.

Leap. The caracal has its jump distance and height tripled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The caracal makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) slashing damage.



PUMA

Medium beast, unaligned

Armor Class 12

Hit Points 13

Speed 40ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 1

Keen Smell. The puma has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The puma can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the puma moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the puma can make one bite attack against it as a bonus action.

Leap. The puma has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Cold Tolerant. The puma doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The puma makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) slashing damage.

LIONS AND LIONESSES

lions and lionesses tend to hunt differently, males tend to hunt alone or in small groups, while lionesses pursue their prey in groups (called prides) from 3 to 8 individuals.

POLAR BEAR*

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Cold Dweller. The bear doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Cold Tolerant. The bear doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 16

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Cold Tolerant. The bear doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

MOON BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 14

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

SLOTH BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 12

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

SUN BEAR

Small beast, unaligned

Armor Class 11

Hit Points 8

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

SPECTACLED BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 12

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Cold Tolerant. The bear doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

GIANT PANDA

Medium beast, unaligned

Armor Class 10

Hit Points 10

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Athletics +3, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Smell. The panda has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing +2(1d4) bludgeoning damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

MANED WOLF*

Medium beast, unaligned

Armor Class 12

Hit Points 8

Speed 50ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	14 (+2)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The maned wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Relentless. The maned wolf has advantage on constitution saving throws.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

ARCTIC FOX*

Little beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft.,

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	4 (-3)	14 (+2)	10 (0)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 0

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cold Dweller. The fox doesn't suffer repercussions or exhaustion because of moderate cold temperatures. Additionally it has advantage in stealth checks made in the snow.

Enduring. The fox has advantage on constitution saving throws.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PAINTED DOG*

Small beast, unaligned

Armor Class 12

Hit Points 8

Speed 50ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The painted dog has advantage on Perception checks that rely on hearing or smell.

Relentless. The dog has advantage on constitution saving throws.

Pack Tactics. The painted dog has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

SHORT EARED DOG*

Small beast, unaligned

Armor Class 12

Hit Points 3

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/8

Keen Hearing and Smell. The dog has advantage on Perception checks that rely on hearing or smell.

Relentless. The dog has advantage on constitution saving throws.

Jungle Dweller. The dog has advantage on stealth checks in thick foliage.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

WOLF

Medium beast, unaligned

Armor Class 12

Hit Points 11

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing or smell.

Relentless. The wolf has advantage on constitution saving throws.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Cold Tolerant. The wolf doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.

ARCTIC WOLF*

Medium beast, unaligned

Armor Class 12

Hit Points 11

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The arctic wolf has advantage on Perception checks that rely on hearing or smell.

Relentless. The wolf has advantage on constitution saving throws.

Pack Tactics. The arctic wolf has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Cold Dweller. The arctic wolf doesn't suffer repercussions or exhaustion because of moderate cold temperatures. Additionally it has advantage in stealth checks made in a snowy or icy environment.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

HIGHLAND WOLF*

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 40ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing or smell.

Relentless. The wolf has advantage on constitution saving throws.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

HUNTING WOLF F

Medium beast, unaligned

Armor Class 12

Hit Points 12

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	4 (-3)	14 (+2)	12 (+1)

Skills Athletics +2, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing or smell.

Relentless. The wolf has advantage on constitution saving throws.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Cold Tolerant. The wolf doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The wolf makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage. On a hit the wolf can attempt to grapple the target, becoming unable to bite other targets if it succeeds.



CUON

Small beast, unaligned

Armor Class 12

Hit Points 7

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The cuon has advantage on Perception checks that rely on hearing or smell.

Relentless. The cuon has advantage on constitution saving throws.

Pack Tactics. The cuon has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

DINGO

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 40ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The dingo has advantage on Perception checks that rely on hearing or smell.

Relentless. The dingo has advantage on constitution saving throws.

Pack Tactics. The dingo has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

HIGHLAND WOLF*

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 40ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing or smell.

Relentless. The wolf has advantage on constitution saving throws.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

COYOTE

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Hearing and Smell. The coyote has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The coyote has advantage on an Attack roll against a creature if at least one of the coyote's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4+2) piercing damage.

DOG BREEDS

In the real world mankind has domesticated the grey wolf, which has given us the dog in many different shapes and sizes, here are some dog breeds that could be useful to be added into your game.

HUSKY

Small beast, unaligned

Armor Class 11
Hit Points 3
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Keen Hearing and Smell. The Husky has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The Husky has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Adapted. The husky doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

MALAMUTE

Medium beast, unaligned

Armor Class 10
Hit Points 5
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Keen Hearing and Smell. The Malamute has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The Husky has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Adapted. The malamute doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d3 piercing damage.

SIGHTHOUND

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Keen Hearing and Smell. The Sighthound has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The Sighthound has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Bred for Speed. The Sighthound can use the dash action as a bonus action.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

SHEPHERD DOG

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Keen Hearing and Smell. The Shepherd Dog has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The Shepherd Dog has advantage on an Attack roll against a creature if at least one of the dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

BINTURONG

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Acrobatics +4, Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d3 + 1) slashing damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d3 + 1) piercing damage.

GIANT RIVER OTTER

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 20ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4, Survival +2

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The otter can hold its breath for up to 5 minutes.

Pack Hunter. The otter has advantage in attacks against a creature if at least one of its allies is within 5 feet from the target.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

SEA OTTER

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 10ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (0)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4, Survival +2

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The otter can hold its breath for up to 5 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) piercing damage.

PINE MARTEN

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed 25ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (0)	4 (-3)	10 (0)	6 (-2)

Skills Perception +4, Acrobatics +6, Stealth +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The marten has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

OTTER

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 10ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (0)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4, Survival +2, Stealth +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/8

Hold Breath. The otter can hold its breath for up to 5 minutes.

Slender. The otter can move normally within a tiny space.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



RED PANDA

Little (Tiny) beast, unaligned

Armor Class 10

Hit Points 2

Speed 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	10 (0)	3 (-3)	10 (0)	6 (-2)

Skills Perception +2, Acrobatics +2

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The Red Panda has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

COATI

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (0)	6 (-2)	10 (0)	8 (-1)

Skills Perception +4, Acrobatics +5, Survival +2

Senses passive Perception 14, Darkvision 10 feet.
Challenge 1/8

Tree Dweller. The coati has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

RACCOON

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (0)	6 (-2)	10 (0)	8 (-1)

Skills Perception +4, Acrobatics +3, Survival +2, Stealth +3

Senses passive Perception 14, Darkvision 60 feet.
Challenge 1/8

Tree Dweller. The raccoon has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

STOAT/ERMINE/WEASEL

Tiny beast, unaligned

Armor Class 12

Hit Points 1

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	6 (-2)	4 (-3)	10 (0)	7 (-2)

Skills Perception +4, Acrobatics +4, Survival +2, Stealth +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 0

White Coat. During winter the stoat's fur becomes white. During this period the stoat has advantage in stealth checks made in the snow or ice or over white surfaces.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

BADGER

Small beast, unaligned

Armor Class 11

Hit Points 4

Speed 30ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	10 (0)	14 (+1)	5 (-3)	10 (0)	10 (0)

Skills Perception +4, Survival +2

Senses passive Perception 14, Darkvision 60 feet.

Challenge 1/8

Tough. The badger has advantage in constitution saving throws.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

WOLVERINE

Small beast, unaligned

Armor Class 11

Hit Points 5

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	5 (-3)	10 (0)	12 (+1)

Skills Athletics +3, Perception +4, Survival +4, Intimidation +3

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/4

Tough. The wolverine has advantage in constitution saving throws and doesn't suffer any repercussion from a cold climate.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

HONEY BADGER

Small beast, unaligned

Armor Class 12

Hit Points 5

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	5 (-3)	10 (0)	10 (0)

Skills Athletics +2, Perception +4, Survival +4, Intimidation +2

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/4

Tough. The honey badger has advantage in constitution saving throws and in any saving throw against being frightened. It reduces any nonmagical piercing damage it receives by 1. It also has resistance to nonmagical poison damage.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

RHINOCEROS*

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 51

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	3 (-4)	7 (-2)	10 (0)

Senses passive Perception 11

Challenge 2

Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

JUNGLE RHINOCEROS*

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 11

Challenge 1

Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10 + 3 piercing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 bludgeoning damage.

HIPPOPOTAMUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 51

Speed 40ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	19 (+4)	4 (-3)	10 (0)	12 (+1)

Senses passive Perception 13

Challenge 3

Charge. If the hippopotamus moves at least 20 ft. straight toward a target it can use its bonus action to try to shove that creature if it is within 5 feet from it.

Hold Breath. The hippopotamus can hold its breath for up to five minutes.

Actions

Multiattack. The hippopotamus makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

DWARF HIPPOPOTAMUS*

Medium beast, unaligned

Armor Class 11

Hit Points 13

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 14

Challenge 1/2

Hold Breath. The hippopotamus can hold its breath for up to five minutes.

Actions

Multiattack. The hippopotamus makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 2 piercing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

WAR RHINO F

Huge (Large) beast, unaligned

Armor Class 16

Hit Points 68

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	4 (-3)	7 (-2)	10 (0)

Skills Athletics +6

Senses passive Perception 11

Challenge 3

Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack. The rhino makes a gore and a stomp attack.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing + 5 (1d10) slashing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

WAR HIPPO F

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 68

Speed 35ft., Swim 35ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	20 (+5)	4 (-3)	10 (0)	12 (+1)

Skills Athletics +6

Senses passive Perception 13

Challenge 3

Charge. If the hippopotamus moves at least 20 ft. straight toward a target it can use its bonus action to make a stomp attack or try to shove that creature if it is within 5 feet from it.

Hold Breath. The hippopotamus can hold its breath for up to five minutes.

Actions

Multiattack. The hippopotamus makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.



TAPIR

Large beast, unaligned

Armor Class 11

Hit Points 18

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 14

Challenge 1/2

Hold Breath. The tapir can hold its breath for up to five minutes.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 slashing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

DONKEY

Medium beast, unaligned

Armor Class 10

Hit Points 10

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 12

Challenge 1/8

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 2 slashing damage.

Hooves. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

LLAMA

Medium beast, unaligned

Armor Class 10

Hit Points 10

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 12

Challenge 1/8

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 2 slashing damage.

Stomp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

ORYX

Medium (Large?) beast, unaligned

Armor Class 10

Hit Points 14

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13

Challenge 1/8

Desert Dweller. The sand is not difficult terrain for the oryx and the animal doesn't suffer repercussions while travelling in an extremely hot environment.

Actions

Horns. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing damage.

Stomp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

GIANT ELAND

Large beast, unaligned

Armor Class 10
Hit Points 18
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13
Challenge 1/8

Actions

Horns. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

SABLE ANTELOPE

Medium beast, unaligned

Armor Class 11
Hit Points 10
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13
Challenge 1/8

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 bludgeoning damage.

SPRINGBOK

Small beast, unaligned

Armor Class 13
Hit Points 3
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13
Challenge 1/8

Sprint. The springbok can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

DIK DIK

Little (Tiny) beast, unaligned

Armor Class 12
Hit Points 1
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	3 (-4)	10 (0)	4 (-3)

Senses passive Perception 12
Challenge 0

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

IMPALA

Medium beast, unaligned

Armor Class 11
Hit Points 6
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13
Challenge 1/8

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 bludgeoning damage.

BLACKBUCK

Medium beast, unaligned

Armor Class 11
Hit Points 3
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13
Challenge 0

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

OKAPI*

Large beast, unaligned

Armor Class 11
Hit Points 14
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	10 (0)	10 (0)

Skills Stealth +3
Senses passive Perception 14
Challenge 1/4

Actions

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

GIRAFFE*

Huge beast, unaligned

Armor Class 11
Hit Points 36
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15
Challenge 1/2

Defensive Kicks. If the giraffe takes the dash, dodge or disengage action it can use a kick attack as a bonus action.

Actions

Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) bludgeoning damage.

FOREST ELEPHANT*

Huge beast, unaligned

Armor Class 12

Hit Points 60

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	7 (-2)	14 (+2)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 3

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d8 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Enormous Nose. The Elephant has advantage in perception checks that rely on smell.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (3d4+5) bludgeoning damage. On a hit on a large or smaller target the Elephant can attempt to either grapple the target or shove it 10 feet away.

ELEPHANT*

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 80

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Elephant can make one stomp attack against it as a bonus action.

Enormous Nose. The Elephant has advantage in perception checks that rely on smell.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the Elephant can attempt to either grapple the target or shove it 10 feet away.

ELEPHANT HOWDAH*

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 80

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Elephant can make one stomp attack against it as a bonus action.

Enormous Nose. The Elephant has advantage in perception checks that rely on smell.

Howdah. The elephant carries a compact fort on its back. Up to five Medium creatures (usually four, one driver and three other ones) or seven small ones can ride in the fort without squeezing. Up to two ballistas can be installed in the howdah, each one in place of 1 medium creature or two small ones. To make a melee attack against a target within 10 feet of the elephant, they must use spears or weapons with reach. Ballistas can't hit targets within such range. Creatures and objects in the howdah have half cover against attacks and effects from outside it. If the elephant dies, creatures in the fort are placed in unoccupied spaces within 5 feet of the elephant, taking 2d6 falling damage in the process.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the Elephant can attempt to either grapple the target or shove it 10 feet away.

WAR ELEPHANT F*

Enormous (Huge) beast, unaligned

Armor Class 15

Hit Points 92

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 7

Trampling Charge. If the Elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Elephant can make one stomp attack against it as a bonus action.

Enormous Nose. The Elephant has advantage in perception checks that rely on smell.

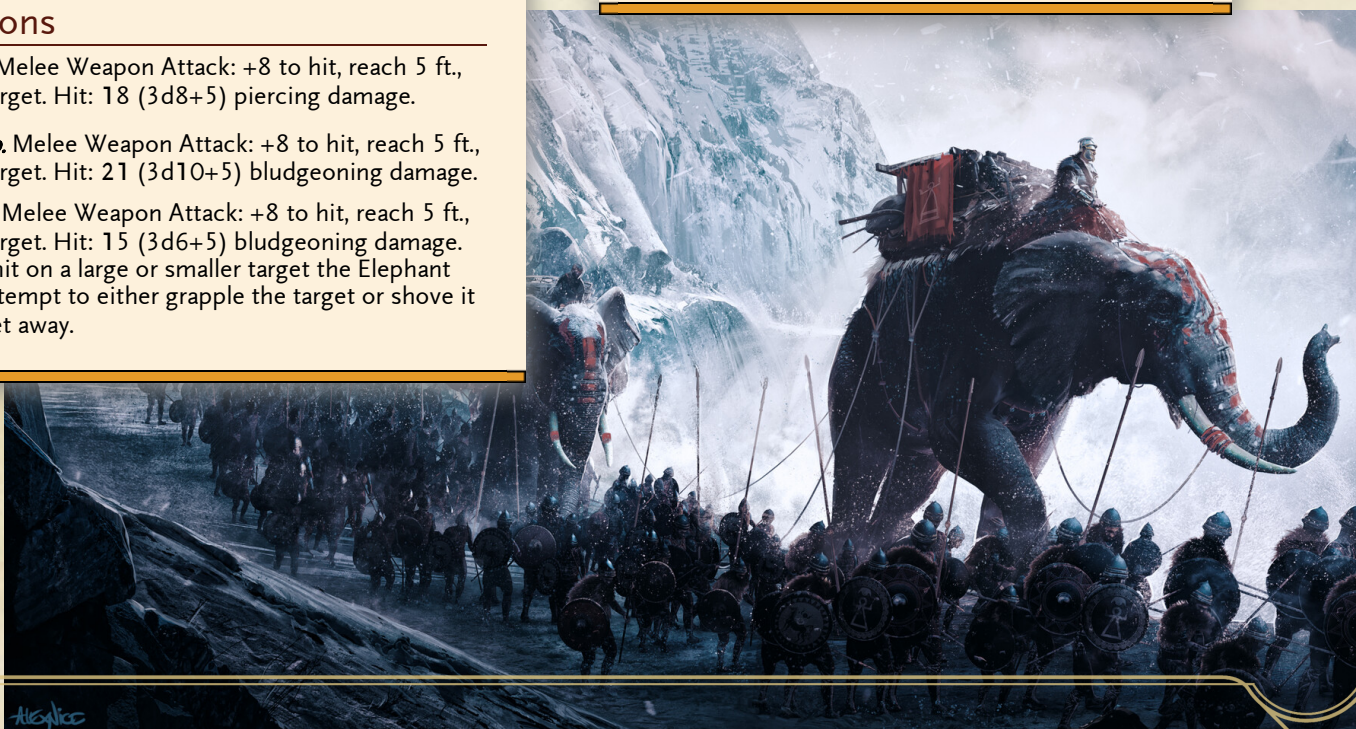
Actions

Multiattack. The elephant makes two attacks choosing from the list below.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the Elephant can attempt to either grapple the target or shove it 10 feet away.



MOOSE

Large beast, unaligned

Armor Class 10

Hit Points 18

Speed 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	15 (+2)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13

Challenge 1

Charge. If the Moose moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10 + 3 bludgeoning damage.

WAPITI / ELK

Large beast, unaligned

Armor Class 10

Hit Points 16

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13

Challenge 1/2

Charge. If the wapiti moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage + 1d4 piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

IBEX

Medium beast, unaligned

Armor Class 14

Hit Points 8

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Athletics +6, Acrobatics +8

Senses passive Perception 13

Challenge 1/2

Charge. If the Ibex moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sturdy. The Ibex has advantage in all the saving throws and ability checks against falling and being moved, pushed, grappled, knocked prone. It also has advantage in checks related to climbing.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

CHAMOIS

Medium beast, unaligned

Armor Class 12

Hit Points 6

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Athletics +3, Acrobatics +6

Senses passive Perception 13

Challenge 1/8

Actions

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage.

MOUNTAIN GOAT

Medium beast, unaligned

Armor Class 13

Hit Points 12

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	10 (0)

Skills Athletics +7, Acrobatics +7

Senses passive Perception 13

Challenge 1/2

Charge. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sturdy. The goat has advantage in all the saving throws and ability checks against falling and being moved, pushed, grappled, knocked prone. It also has advantage in checks related to climbing.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 bludgeoning damage + 1d4 piercing damage.

MOUNTAIN SHEEP

Medium beast, unaligned

Armor Class 13

Hit Points 10

Speed 30ft., climb 30 feet.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Athletics +6, Acrobatics +5

Senses passive Perception 13

Challenge 1/8

Charge. If the sheep moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Sturdy. The sheep has advantage in all the saving throws and ability checks against falling and being moved, pushed, grappled, knocked prone. It also has advantage in checks related to climbing.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

RED DEER/SAMBAR

Large beast, unaligned

Armor Class 11

Hit Points 8

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13

Challenge 1/2

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage + 1d4 piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

REINDEER

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13

Challenge 1/8

Cold Dweller. The reindeer doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage + 1 piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 bludgeoning damage.

BOAR

Medium beast, unaligned

Armor Class 12
Hit Points 10
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	17 (+3)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 13
Challenge 1/2

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a headbutt or tusk attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 strength saving throw or be knocked prone.

Relentless. (Recharges after a Short or Long Rest) If the boar takes 7 damage or less that would reduce it to 0 Hit Points, it is reduced to 1 hit point instead.

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

MUSKOX

Large beast, unaligned

Armor Class 11
Hit Points 17
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12
Challenge 1/4

Charge. If the Muskox moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, it deals additional 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Cold Dweller. The Muskox doesn't suffer repercussions or exhaustion because of cold temperatures.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage + 2 (1d4) piercing damage.

DEER

Medium beast, unaligned

Armor Class 12
Hit Points 4
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	11 (0)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 15
Challenge 1/8

Actions

Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

RIDING BOAR F

Large beast, unaligned

Armor Class 12

Hit Points 22

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	18 (+4)	3 (-4)	10 (0)	12 (+1)

Skills Athletics +6, Perception +4

Senses passive Perception 14

Challenge 1

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a headbutt or tusk attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 strength saving throw or be knocked prone.

Relentless. (Recharges after a Short or Long Rest) If the boar takes 10 damage or less that would reduce it to 0 Hit Points, it is reduced to 1 hit point instead.

Actions

Multiattack. The Boar makes two attacks from the list below.

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

DRAFT MUSKOX F

Large beast, unaligned

Armor Class 11

Hit Points 19

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	17 (+3)	3 (-4)	10 (0)	10 (0)

Skills Athletics +5

Senses passive Perception 12

Challenge 1/4

Charge. If the Muskox moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, it deals additional 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Cold Dweller. The Muskox doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Resilient. The Muskox has advantage in constitution saving throws against exhaustion.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage + 2 (1d4) piercing damage.

GNU (WILDEBEEST)

Medium beast, unaligned

Armor Class 10

Hit Points 14

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	15 (+2)	3 (-4)	8 (0-1)	8 (-1)

Senses passive Perception 11

Challenge 1/4

Charge. If the Muskox moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, it deals additional 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage + 2 (1d4) piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

BUFFALO

Large beast, unaligned

Armor Class 10

Hit Points 22

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	12 (+1)

Senses passive Perception 11

Challenge 1

Charge. If the buffalo moves at least 20 ft. straight toward a target and then hits it with an horns attack on the same turn, the target takes an extra 4(1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Aggressive Behaviour. Buffaloes are aggressive and will attack a potential treat. When a creature enters the reach of the buffalo it uses its reaction to make a gore attack against them.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d6 + 4) bludgeoning damage + 3(1d6) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

YAK

Large beast, unaligned

Armor Class 10

Hit Points 24

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	8 (-1)

Senses passive Perception 11

Challenge 1/2

Charge. If the yak moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, the target takes an extra 4(1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Dweller. The yak doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage + 3 (1d6) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

SAIGA*

Medium beast, unaligned

Armor Class 11

Hit Points 6

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13

Challenge 1/8

Cold Dweller. The saiga doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 bludgeoning damage.

WATER BUFFALO

Large beast, unaligned

Armor Class 10

Hit Points 18

Speed 30ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	8 (-1)	8 (-1)

Senses passive Perception 11

Challenge 1/4

Charge. If the buffalo moves at least 20 ft. straight toward a target and then hits it with a Ram attack on the same turn, it deals additional 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage + 2 piercing damage.

Kick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

CAPYBARA

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 30ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +2

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Hold Breath. The Capybara can hold its breath for up to 30 minutes.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

BULL

Large beast, unaligned

Armor Class 10

Hit Points 24

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	8 (-1)

Senses passive Perception 11

Challenge 1/2

Charge. If the bull moves at least 20 ft. straight toward a target and then hits it with an horns attack on the same turn, the target takes an extra 4(1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4(1d8) bludgeoning damage + 8(1d8 + 4) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

GAUR*

Large beast, unaligned

Armor Class 10

Hit Points 28

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	8 (-1)

Senses passive Perception 11

Challenge 1/2

Charge. If the gaur moves at least 20 ft. straight toward a target and then hits it with an horns attack on the same turn, the target takes an extra 5 (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage + 3 (1d6) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

BISON*

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	17 (+3)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12

Challenge 1/2

Charge. If the Bison moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Dweller. The Bison doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage + 3 (1d6) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

SAOLA

Medium beast, unaligned

Armor Class 11

Hit Points 4

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13

Challenge 0

Forest Dweller. The Saola has advantage in stealth checks in thick foliage.

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

CAMEL

Large beast, unaligned

Armor Class 10

Hit Points 16

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	18 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 1

Endure. The Camel has advantage in constitution saving throws against exhaustion. It doesn't suffer repercussions from living in an hot environment.

Actions

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

WARCAMEL F

Large beast, unaligned

Armor Class 12

Hit Points 19

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	18 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 1

Endure. The Camel has advantage in constitution saving throws against exhaustion. It doesn't suffer repercussions from living in an hot environment.

Actions

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

BABOON

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +2, Acrobatics +6, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Pack Tactics. The Baboon has advantage on an attack roll against a creature if at least one of the Baboon's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Punch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

MANDRILL

Small beast, unaligned

Armor Class 11

Hit Points 3

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (0)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +3, Acrobatics +3, Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/4

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Punch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

ORANGUTAN*

Medium beast, unaligned

Armor Class 11

Hit Points 4

Speed 20ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (0)	7 (-2)	12 (+1)	10 (0)

Skills Athletics +3, Acrobatics +5, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The orangutan has advantage in dexterity and strenght saving throws to avoid falling.

Actions

Punch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4) bludgeoning damage.

GIBBON*

Small beast, unaligned

Armor Class 13

Hit Points 2

Speed 20ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +2, Acrobatics +7, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The gibbon has advantage in acrobatics checks to move in the trees as well as dexterity and strenght saving throws to avoid falling.

Actions

Punch. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d3) bludgeoning damage.

CHIMPANZEE*

Medium beast, unaligned

Armor Class 11

Hit Points 7

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (0)	7 (-2)	12 (+1)	10 (0)

Skills Athletics +4, Acrobatics +5, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/2

Tree Dweller. The chimpanzee has advantage in dexterity and strength saving throws to avoid falling.

Strong Arms. The chimpanzee has its carrying and weightlifting capacities doubled. It also has advantage in athletics checks.

Actions

Multiattack. The Chimpanzee makes two attacks choosing from the list below.

Punch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Throw. Ranged Weapon Attack: +4 to hit, reach 20/30 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

Bonus Actions

Punch Down. The Chimpanzee can use a bonus action to make a punch attack against a prone creature.

GORILLA*

Medium beast, unaligned

Armor Class 10

Hit Points 14

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	10 (0)	7 (-2)	12 (+1)	10 (0)

Skills Athletics +6, Acrobatics +2, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Strong Arms. The gorilla counts as one size larger when determining carrying and weightlifting capacity. It also has advantage in athletics checks.

Actions

Multiattack. The Gorilla makes two attacks choosing from the list below.

Punch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Bonus Actions

Punch Down. The Gorilla can use a bonus action to make a punch attack against a prone creature.

SPIDER MONKEY

Small beast, unaligned

Armor Class 13

Hit Points 2

Speed 20ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +2, Acrobatics +7, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The monkey has advantage in acrobatics checks to move in the trees as well as dexterity and strenght saving throws to avoid falling.

Actions

Punch. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

CAPUCHIN MONKEY

Little beast, unaligned

Armor Class 13

Hit Points 1

Speed 25ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 0

Tree Dweller. The monkey has advantage in acrobatics checks to move in the trees as well as dexterity and strenght saving throws to avoid falling.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

HOWLER MONKEY/ MURIQUI*

Small beast, unaligned

Armor Class 13

Hit Points 2

Speed 20ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +2, Acrobatics +6, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The monkey has advantage in acrobatics checks to move in the trees as well as dexterity and strenght saving throws to avoid falling.

Actions

Punch. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

SNOW MACAQUE

Small beast, unaligned

Armor Class 13

Hit Points 2

Speed 20ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +2, Acrobatics +6, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The monkey has advantage in acrobatics checks to move in the trees as well as dexterity and strenght saving throws to avoid falling.

Actions

Punch. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

PRONGHORN

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13

Challenge 1/8

Sprint. The pronghorn can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.



WOMBAT

Small beast, unaligned

Armor Class 10
Hit Points 6
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

GIANT ANTEATER

Small beast, unaligned

Armor Class 11
Hit Points 6
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	4 (-3)	10 (0)	6 (-2)

Skills Perception +2
Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Aggressive Defense. Whenever a creature moves within 5 feet from the anteater it can use its reaction to make an opportunity attack against it.

Impressive smell. The Giant Anteater has disadvantage in perception checks that rely on sight, but it has advantage in perception checks that rely on smell.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

EXPERT EXCAVATORS

Pangolins, Anteaters, Armadillos are great excavators. Giant Anteaters have claws so strong and resilient to dig into hard materials like concrete.

RED KANGAROO

Medium beast, unaligned

Armor Class 11
Hit Points 6
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Jumper. A kangaroo has its jump height doubled and its jump distance tripled. Besides it always move by jumping, except if it is slowly crawling around, looking for food.

Actions

Kick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Punch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

PANGOLIN*

Little beast, unaligned

Armor Class 12
Hit Points 2
Speed 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (0)	4 (-3)	8 (-1)	6 (-2)

Skills Acrobatics +3
Senses passive Perception 11, Darkvision 30 feet.
Challenge 1/8

Roll up. As an action the pangolin can choose to not move on its turn, either rolling on itself or crouching to the ground, therefore increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

GROUND PANGOLIN*

Small beast, unaligned

Armor Class 12

Hit Points 3

Speed 20ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	10 (0)	4 (-3)	8 (-1)	6 (-2)

Senses passive Perception 11, Darkvision 30 feet.
Challenge 1/8

Roll up. As an action the pangolin can choose to not move on its turn, either rolling on itself or crouching to the ground, therefore increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 slashing damage.

PLATYPUS

Little beast, unaligned

Armor Class 12

Hit Points 1

Speed 20ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	10 (0)	4 (-3)	8 (-1)	6 (-2)

Senses passive Perception 11, Darkvision 30 feet.
Challenge 1/8

Roll up. As an action the pangolin can choose to not move on its turn, either rolling on itself or crouching to the ground, therefore increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 slashing damage.

GIANT SQUIRREL

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 1

Speed 25ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	7 (-2)	4 (-3)	8 (-1)	6 (-2)

Skills Perception +3, Acrobatics +7

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The squirrel has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Leap. The squirrel has jump distance and height doubled and it can jump to its fullest without having to move before.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

GIANT FLYING SQUIRREL

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 1

Speed 25ft., climb 25 ft.,

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+2)	7 (-2)	4 (-3)	8 (-1)	6 (-2)

Skills Perception +3, Acrobatics +7

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Tree Dweller. The squirrel has advantage in acrobatics checks and dexterity saving throws to avoid falling.

Leap. The squirrel has jump distance and height doubled and it can jump to its fullest without having to move before.

Glide. The squirrel has a 20 feet falling speed. For each 5 feet of fall it glides 15 feet horizontally. If it's gliding it takes no falling damage when it lands.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

ORCA

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 72

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	10 (0)	12 (+1)

Skills Perception +6

Senses passive Perception 16, Darkvision 30 feet, Blindsight 60 feet.

Challenge 6

Hold Breath. The orca can hold its breath for up to 15 minutes.

Echolocation. The orca can't use its blindsight while deafened.

Speed Burst. The orca can use the dash action as a bonus action. If it does so its jump height is doubled and it can't use this feature again on its next turn.

Keen Hearing. The orca has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The orca has advantage on an attack roll against a creature if at least one of the orca's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 3d10 + 5 piercing damage.

Tail Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 2d8 + 5 bludgeoning damage.

BLUE WHALE*

Colossal (Gargantuan) beast, unaligned

Armor Class 13

Hit Points 360

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	7 (-2)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 8

Hold Breath. The whale can hold its breath for up to 90 minutes.

Echolocation. The whale can't use its blindsight while deafened. (Arguably no echolocation at all, gotta check further)

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Tail Slam. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit* 5d8 + 10 bludgeoning damage.



KILLER ORCA F

Enormous (Huge) beast, unaligned

Armor Class 14

Hit Points 78

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	16 (+3)	22 (+6)	12 (+1)	12 (+1)	12 (+1)
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Skills Perception +7

Senses passive Perception 17, Darkvision 30 feet, Blindsight 60 feet.

Challenge 8

Hold Breath. The orca can hold its breath for up to 20 minutes.

Echolocation. The orca can't use its blindsight while deafened.

Speed Burst. The orca can use the dash action as a bonus action. If it does so its jump height is doubled and it can't use this feature again on its next turn.

Keen Hearing. The orca has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The orca has advantage on an attack roll against a creature if at least one of the orca's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Drown Victims. If the orca hits a target with its bite it can attempt to grapple it as a bonus action. If it succeeds it will probably drag its victim in the depths, attempting to drown them.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 3d10 + 5 piercing damage.

Tail Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 2d8 + 5 bludgeoning damage. If the target is a medium or smaller creature it makes a DC 15 constitution saving throw, becoming stunned until the end of its

TURSIOP

Large beast, unaligned

Armor Class 12

Hit Points 16

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	7 (-2)	10 (0)	12 (+1)

Skills Perception +6

Senses passive Perception 16, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1

Hold Breath. The tursiop can hold its breath for up to 10 minutes.

Echolocation. The tursiop can't use its blindsight while deafened.

Keen Hearing. The tursiop has advantage on Wisdom (Perception) checks that rely on hearing.

Speed Burst. The tursiop can use the dash action as a bonus action. If it does so its jump height is doubled and it can't use this feature again on its next turn.

Pack Tactics. The tursiop has advantage on an attack roll against a creature if at least one of the tursiop's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 2 bludgeoning damage.

SPERM WHALE

Gargantuan beast, unaligned

Armor Class 12

Hit Points 180

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6

Senses passive Perception 16, Darkvision 30 feet, Blindsight 120 feet.

Challenge 7

Hold Breath. The whale can hold its breath for up to 90 minutes.

Echolocation. The whale can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Loud clicking. Creatures that start their turn in the water within 10 feet from the sperm whale must make a DC 15 constitution saving throw, taking 1d8 thunder damage and becoming deafened for one minute on a fail or only taking half the damage on a success. The whale can suppress this effect at will.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 3d8 + 8 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Sperm Whale can't bite another target.

Tail Slam. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 4d8 + 8 bludgeoning damage.

COMMON WHALE*

Gargantuan beast, unaligned

Armor Class 12
Hit Points 140
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 3

Hold Breath. The whale can hold its breath for up to one hour.

Echolocation. The whale can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Tail Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 4d6 + 7 bludgeoning damage.

PYGMY WHALE*

Huge beast, unaligned

Armor Class 12
Hit Points 50
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1/2

Hold Breath. The whale can hold its breath for up to thirty minutes.

Echolocation. The whale can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Tail Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 1d10 + 4 bludgeoning damage.

MEGAPTERA

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 138
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	23 (+6)	7 (-2)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 3

Hold Breath. The whale can hold its breath for up to thirty minutes.

Echolocation. The whale can't use its blindsight while deafened.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Tail Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 4d6 + 7 bludgeoning damage.



VAQUITA*

Small beast, unaligned

Armor Class 12
Hit Points 3
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	7 (-2)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1/8

Hold Breath. The vaquita can hold its breath for up to 10 minutes.

Echolocation. The vaquita can't use its blindsight while deafened.

Keen Hearing. The vaquita has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing damage.

RIVER DOLPHIN*

Medium beast, unaligned

Armor Class 13
Hit Points 6
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	10 (0)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 90 feet.

Challenge 1

Hold Breath. The dolphin can hold its breath for up to 10 minutes.

Echolocation. The dolphin can't use its blindsight while deafened.

Keen Hearing. The dolphin has advantage on Wisdom (Perception) checks that rely on hearing or against creatures within 15 feet from itself.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 3 piercing damage.

COMMON DOLPHIN

Medium beast, unaligned

Armor Class 12
Hit Points 8
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1

Hold Breath. The dolphin can hold its breath for up to 10 minutes.

Echolocation. The dolphin can't use its blindsight while deafened.

Keen Hearing. The dolphin has advantage on Wisdom (Perception) checks that rely on hearing.

Speed Burst. The dolphin can use the dash action as a bonus action. If it does so its jump height is doubled and it can't use this feature again on its next turn.

Pack Tactics. The dolphin has advantage on an attack roll against a creature if at least one of the tursiop's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 bludgeoning damage.

PSEUDORCA

Huge beast, unaligned

Armor Class 12

Hit Points 30

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	7 (-2)	10 (0)	12 (+1)

Skills Perception +6

Senses passive Perception 16, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1

Hold Breath. The Pseudorca can hold its breath for up to 30 minutes.

Echolocation. The Pseudorca can't use its blindsight while deafened.

Keen Hearing. The Pseudorca has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The Pseudorca has advantage on an attack roll against a creature if at least one of the Pseudorca's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage.

PATCHED PORPOISE*

Medium beast, unaligned

Armor Class 12

Hit Points 5

Speed 70ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	10 (0)	7 (-2)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1/8

Hold Breath. The porpoise can hold its breath for up to 10 minutes.

Echolocation. The porpoise can't use its blindsight while deafened.

Keen Hearing. The porpoise has advantage on Wisdom (Perception) checks that rely on hearing.

Speed Burst. The porpoise can use the dash action as a bonus action. If it does so its jump height is doubled and it can't use this feature again on its next turn.

Cold Tolerant. The porpoise doesn't suffer repercussions because of mildly cold temperatures.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing damage.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1 bludgeoning damage.

ELEPHANT SEAL

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 62
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 60 feet.
Challenge 3

Hold Breath. The Elephant Seal can hold its breath for up to one hour.

Heavy. The Elephant Seal has an AC of 10 while on land.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 11 (1d12 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 18 (3d8 + 5) piercing damage.

SEA LION

Medium beast, unaligned

Armor Class 13
Hit Points 12
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 60 feet.
Challenge 1/2

Hold Breath. The sea lion can hold its breath for up to half an hour.

Speed Burst. While swimming the sea lion can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8(1d10 + 3) piercing damage.

HARBOUR SEAL

Small beast, unaligned

Armor Class 13
Hit Points 4
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	5 (-3)	10 (0)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 60 feet.
Challenge 1/8

Hold Breath. The seal can hold its breath for up to half an hour.

Speed Burst. While swimming the seal can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.

COMMON SEAL

Medium beast, unaligned

Armor Class 13
Hit Points 8
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (0)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 60 feet.
Challenge 1/4

Hold Breath. The seal can hold its breath for up to half an hour.

Speed Burst. While swimming the seal can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5(1d6 + 2) piercing damage.

GREAT SEA LION

Large beast, unaligned

Armor Class 13

Hit Points 26

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet.
Challenge 1

Hold Breath. The Leopard Seal can hold its breath for up to half an hour.

Speed Burst. While swimming the Sea Lion can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 13(2d8 + 4) piercing damage.

LEOPARD SEAL

Large beast, unaligned

Armor Class 13

Hit Points 22

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet.
Challenge 1

Hold Breath. The Leopard Seal can hold its breath for up to half an hour.

Speed Burst. While swimming the Leopard Seal can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 15(2d10 + 4) piercing damage.



HUNTING SEAL F

Medium beast, unaligned

Armor Class 13

Hit Points 12

Speed 5 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)
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Skills Perception +7

Senses passive Perception 17, Darkvision 60 feet.

Challenge 1

Hold Breath. The seal can hold its breath for up to an hour.

Social. The seal can exchange simple informations with other seals.

Pack Hunter. The seal has advantage in attacks against a creature if one of its allies is within 5 feet from the target.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) piercing damage. If the target is a medium or smaller creature it is grappled (escape DC 13) and the seal can't bite another target.

Bonus Actions

Speed Burst. While swimming the seal can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.



MANATEE

Large beast, unaligned

Armor Class 12

Hit Points 15

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	18 (+4)	7 (-2)	12 (+1)	6 (-2)

Challenge 0

Hold Breath. The Manatee can hold its breath for up to thirty minutes.

Actions

Thrash. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d4 + 2 bludgeoning damage.

DUGONG

Medium beast, unaligned

Armor Class 12

Hit Points 8

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	18 (+4)	7 (-2)	12 (+1)	6 (-2)

Challenge 0

Hold Breath. The dugong can hold its breath for up to thirty minutes.

Actions

Thrash. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1d4 + 1 bludgeoning damage.

WEIRD CRITTERS

Sengis Aardvark Sloth Armadillo

APPENDIX B: EXTINCT ANIMALS

Life has been on earth for hundreds of millions of years, the most famous extinct animals are dinosaurs, that disappeared millions and millions of years ago, before any human could live, but there have been many more creatures in the past. In a fantasy setting it can be interesting to explore these animals and use them in the environment and in a setting. They could be interesting options for druids and rangers, as well as mounts and pets but also as familiars and of course as creatures encounters, especially at low levels.

Some of the animals here presented have gone extinct in recent times, usually because of humanity actions, either hunting, pollution or destruction of habitat. These are interesting scenarios, because in fact we have examples of animals that have lived alongside mankind: typical example is the mammoth and the role this creature had for prehistorical humans: its meat for food, its fur for protection from the cold and its bones and tusks to build structures and weapons.

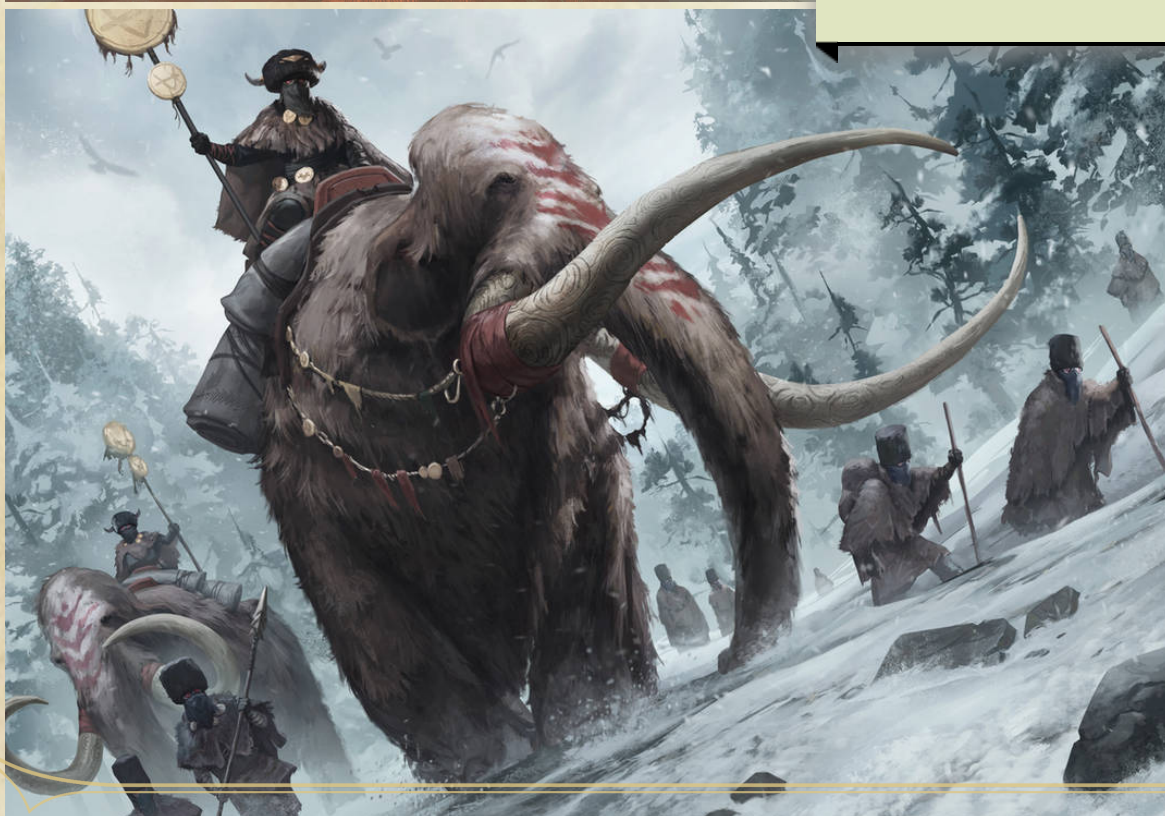


UNCERTAIN SIZE

Some creatures in the extinct animals section are marked with *. This is because their size is not 100% certain. In case their size can be lowered by 1 category (for example from large to medium) and we can be 100% sure that that size was actually realistical.

Also remember that the sizes are relative to adult individuals, but almost all the creatures were born really small, consider for example that all dinosaurs were born from eggs and even the biggest ones at birth weren't bigger than a small size creature.

Finally i want to point out that the pterosaur *Mistralazhdarcho* shouldn't receive an increase in its size if flying, so it shouldn't become huge size, because its body was probably really large already compared to its wings.



MAMMALS

Usually mammals are warm blooded animals that give live birth and are covered in fur, but the main feature that distinguishes a mammal is the ability of females to produce milk.

MEGALOCEROS

Large beast, unaligned

Armor Class 10

Hit Points 21

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15
Challenge 1

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

GIANT MOOSE

Large beast, unaligned

Armor Class 10

Hit Points 25

Speed 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13
Challenge 2

Charge. If the Moose moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.



SIVATHERIUM

Huge beast, unaligned

Armor Class 10

Hit Points 36

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +4
Senses passive Perception 14
Challenge 1

Actions

Kick. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 5 bludgeoning damage.

Headbutt. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 5 bludgeoning damage.





MEGATHERIUM

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 68

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 11

Challenge 3

Aggressive Defense. The Megatherium can make a claw attack using its reaction against a creature that enters its range.

Burrower. The Megatherium can burrow through solid rock at half its burrowing speed, leaving behind a 15 feet diameter tunnel.

Actions

Multiattack. The Megatherium makes two claw attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16(2d10 + 5) slashing damage.

PARACERATHERIUM

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 142

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-3)	24 (+7)	3 (-4)	8 (-1)	12 (+1)

Skills Perception +3

Senses passive Perception 13

Challenge 5

Actions

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.



THALASSOCNUS

Large beast, unaligned

Armor Class 11

Hit Points 20

Speed 20ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 11

Challenge 1

Hold Breath. The Thalassocnus can hold its breath for up to 10 minutes.

Actions

Multiattack. The Thalassocnus makes two claw attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8(2d4 + 3) slashing damage.

GLOSSOTHERIUM

Large beast, unaligned

Armor Class 11

Hit Points 22

Speed 20ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 11

Challenge 1

Aggressive Defense. The Glossotherium can make a claw attack using its reaction against a creature that enters its range.

Actions

Multiattack. The Glossotherium makes two claw attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10(2d6 + 3) slashing damage.

EREMOTHERIUM

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 74

Speed 25ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	19 (+4)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 11

Challenge 3

Aggressive Defense. The Eremotherium can make a claw attack using its reaction against a creature that enters its range.

Burrower. The Eremotherium can burrow through solid rock at half its burrowing speed, leaving behind a 10 feet diameter tunnel.

Actions

Multiattack. The Eremotherium makes two claw attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

CHALICOTHERIUM

Large beast, unaligned

Armor Class 10

Hit Points 27

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	15 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Aggressive Defense. The Chalicotherium can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Chalicotherium makes two claw attacks.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



ANISODON

Large beast, unaligned

Armor Class 10

Hit Points 20

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Aggressive Defense. The Anisodon can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Anisodon makes two claw attacks.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

KALIMANTSIA

Large beast, unaligned

Armor Class 10

Hit Points 20

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	15 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Aggressive Defense. The Kalimantsia can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Kalimantsia makes two claw attacks or one claws and one headbutt attack.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. The target hit makes a DC 12 strength saving throw, being knocked prone on a fail.



MOROPUS

Huge (Large) beast, unaligned

Armor Class 10

Hit Points 44

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Trampling Charge. If the moropus moves at least 30 ft. straight toward a creature and then hits it with a stomp attack on the same turn, that target takes additional 1d10 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the moropus can make one stomp attack against it as a bonus action.

Actions

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 slashing damage + 1d4 + 4 bludgeoning damage.

Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d10 + 4) bludgeoning damage.

BORISSIAKIA

Huge (Large) beast, unaligned

Armor Class 10

Hit Points 36

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	17 (+3)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Actions

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 slashing damage + 1d3 + 4 bludgeoning damage.

Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8 + 4) bludgeoning damage.

MACRAUCHENIA

Large beast, unaligned

Armor Class 10

Hit Points 13

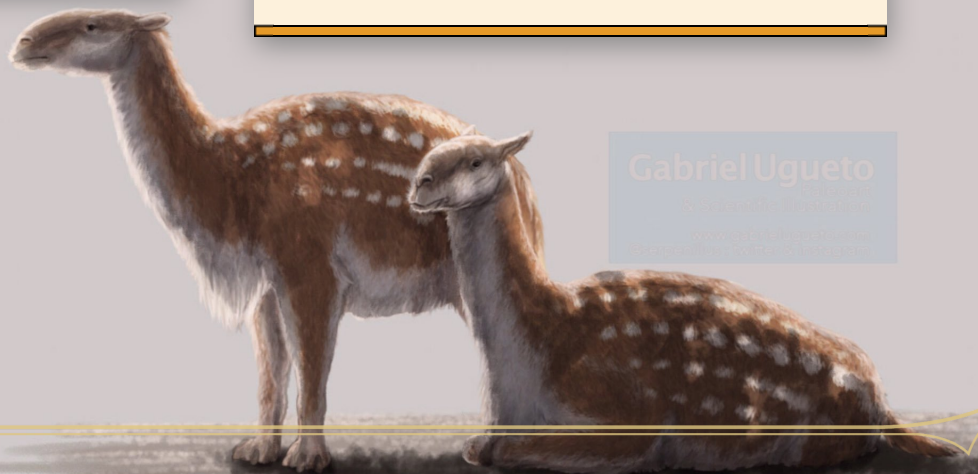
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 13
Challenge 1/8

Actions

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

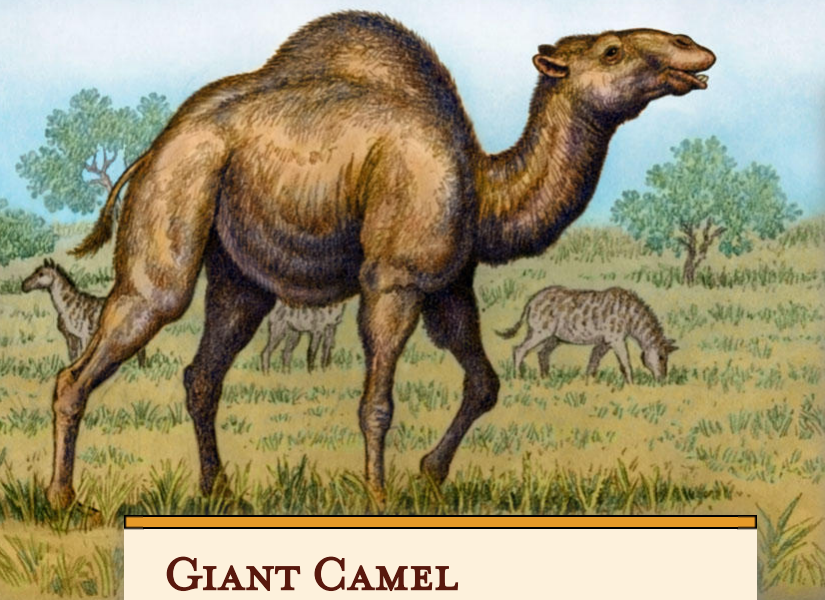


Gabriel Ugueto

Illustration Artist

www.gabrielugueto.com

www.dnd5echaracters.com



GIANT CAMEL

Huge beast, unaligned

Armor Class 10

Hit Points 40

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	20 (+5)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 2

Endure. The Camel has advantage in constitution saving throws against exhaustion. It doesn't suffer repercussions for living in an hot environment.

Actions

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d10 + 4 bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

LONGNECK CAMEL

Large beast, unaligned

Armor Class 10

Hit Points 15

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 1

Endure. The Camel has advantage in constitution saving throws against exhaustion.

Actions

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10(2d6 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

ICE CAMEL

Large beast, unaligned

Armor Class 10

Hit Points 19

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	19 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 1

Endure. The Camel has advantage in constitution saving throws against exhaustion. It doesn't suffer repercussions from living in a moderately cold environment.

Actions

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12(2d8 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.



CHILOTHERIUM*

Huge beast, unaligned

Armor Class 12
Hit Points 30
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	7 (-2)	10 (0)

Senses passive Perception 11
Challenge 2

Charge. If the chiloterium moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

APROTODON*

Huge beast, unaligned

Armor Class 12
Hit Points 32
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	3 (-4)	7 (-2)	10 (0)

Senses passive Perception 11
Challenge 2

Charge. If the Aprotodon moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.







HOLMESINA

Medium beast, unaligned

Armor Class 12

Hit Points 10

Speed 20ft., burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1

Defensive stance. The Holmesina can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

DOEDICURUS

Large beast, unaligned

Armor Class 13

Hit Points 36

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1

Defensive stance. The Doedicurus can choose to not move on its turn, crouching to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail Club. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage + 2 (1d4) piercing damage.

GLYPTODON

Large beast, unaligned

Armor Class 13

Hit Points 32

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1

Defensive stance. The Glyptodon can choose to not move on its turn, crouching to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d4 + 2 bludgeoning damage.



GLYPTOTHERIUM

Large beast, unaligned

Armor Class 13

Hit Points 26

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1/2

Defensive stance. The Glyptotherium can choose to not move on its turn, crouching to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

NO RUNNING

If frightened Glyptodon, Glyptotherium and Doedicurus will not run, they will instead use the **Defensive Stance** until the frightened condition ends.



DWARF ELEPHANT

Medium beast, unaligned

Armor Class 12

Hit Points 18

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	7 (-2)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 1/4

Trampling Charge. If the Elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Elephant can make one stomp attack against it as a bonus action.

Enormous Nose. The Elephant has advantage in perception checks that rely on smell.

Actions

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage.

Trunk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage. On a hit on a large or smaller target the elephant can attempt to either grapple the target or shove it 5 feet away.

PALAEOLOXODON

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 128

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Palaeoloxodon moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Palaeoloxodon can make one stomp attack against it as a bonus action.

Enormous Nose. The Palaeoloxodon has advantage in perception checks that rely on smell.

Actions

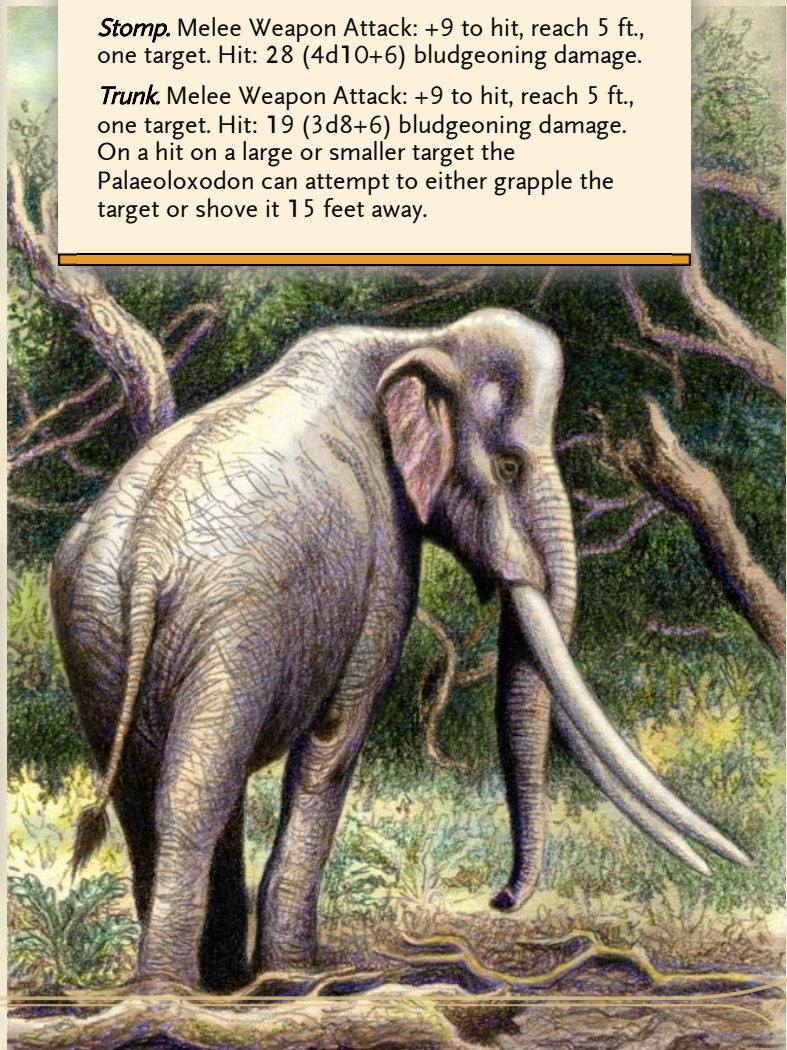
Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (3d12+6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 28 (4d10+6) bludgeoning damage.

Trunk. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8+6) bludgeoning damage. On a hit on a large or smaller target the Palaeoloxodon can attempt to either grapple the target or shove it 15 feet away.

THE BIGGEST LAND MAMMALS

Palaeoloxodon (sometimes called straight tusked elephant) was a genus of elephants relatively close to our living elephants. Some species of this genus were truly massive, with in particular Palaeoloxodon Namadicus being, most likely the biggest land mammal that ever lived, rivaling many dinosaurs in size. A close contender is the rhino relative Paraceratherium.



WOOLLY RHINO

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 51

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	3 (-4)	7 (-2)	10 (0)

Senses passive Perception 11

Challenge 2

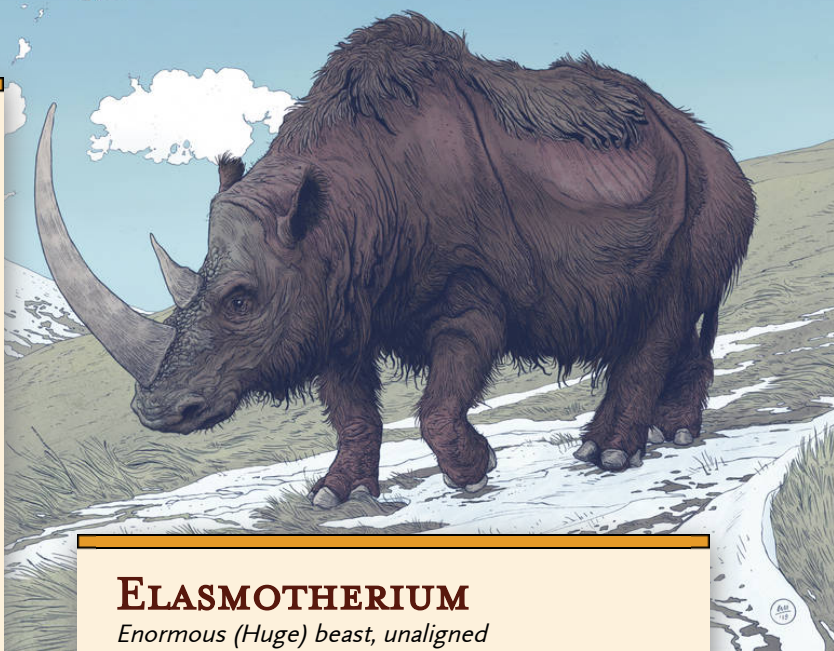
Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Dweller. The Woolly Rhino doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10+4) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.



ELASMOTHERIUM

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 75

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	3 (-4)	7 (-2)	12 (+1)

Senses passive Perception 12

Challenge 4

Trampling Charge. If the elasmotherium moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the elasmotherium can make one stomp attack against it as a bonus action.

Cold Dweller. The Elasmotherium doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Headbutt. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.



WOOLLY MAMMOTH*

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 80

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Mammoth can make one stomp attack against it as a bonus action.

Cold Dweller. The Mammoth doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the mammoth can attempt to either grapple the target or shove it 10 feet away.

STEPPE MAMMOTH

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 120

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Mammoth can make one stomp attack against it as a bonus action.

Cold Dweller. The Mammoth doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10+6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (3d12+6) bludgeoning damage.

Trunk. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8+6) bludgeoning damage. On a hit on a large or smaller target the mammoth can attempt to either grapple the target or shove it 15 feet away.



MAMMOTH HOWDAH F*

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 80

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Mammoth can make one stomp attack against it as a bonus action.

Cold Dweller. The Mammoth doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Howdah. The mammoth carries a compact fort on its back. Up to five Medium creatures (usually four, one driver and three other ones) or seven small ones can ride in the fort without squeezing. Up to two ballistas can be installed in the howdah, each one in place of 1 medium creature or two small ones. To make a melee attack against a target within 10 feet of the mammoth, they must use spears or weapons with reach. Ballistas can't hit targets within such range. Creatures and objects in the howdah have half cover against attacks and effects from outside it. If the mammoth dies, creatures in the fort are placed in unoccupied spaces within 5 feet of the mammoth, taking 2d6 falling damage in the process.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the mammoth can attempt to either grapple the target or shove it 10 feet away.

IMPERIAL MAMMOTH

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 110

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10+6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (3d12+6) bludgeoning damage.

Trunk. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8+6) bludgeoning damage. On a hit on a large or smaller target the mammoth can attempt to either grapple the target or shove it 15 feet away.

MASTODON

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 76

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 6

Trampling Charge. If the Mastodon moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Mastodon can make one stomp attack against it as a bonus action.

Enormous Nose. The Mastodon has advantage in perception checks that rely on smell.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8+5) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10+5) bludgeoning damage.

Trunk. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage. On a hit on a large or smaller target the Mastodon can attempt to either grapple the target or shove it 10 feet away.

SMILODON

Large beast, unaligned

Armor Class 11

Hit Points 17

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell. The Smilodon has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The smilodon can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pack Tactics. The smilodon has advantage on an Attack roll against a creature if at least one of the lion's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Pounce. If the smilodon moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the smilodon can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the smilodon can long jump up to 25 ft..

Actions

Multiattack. The smilodon makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage + 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

CAVE LION

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell. The Cave Lion has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The lion can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pack Tactics. The cave lion has advantage on an Attack roll against a creature if at least one of the lion's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Pounce. If the cave lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cave lion can make one bite attack against it as a bonus action.

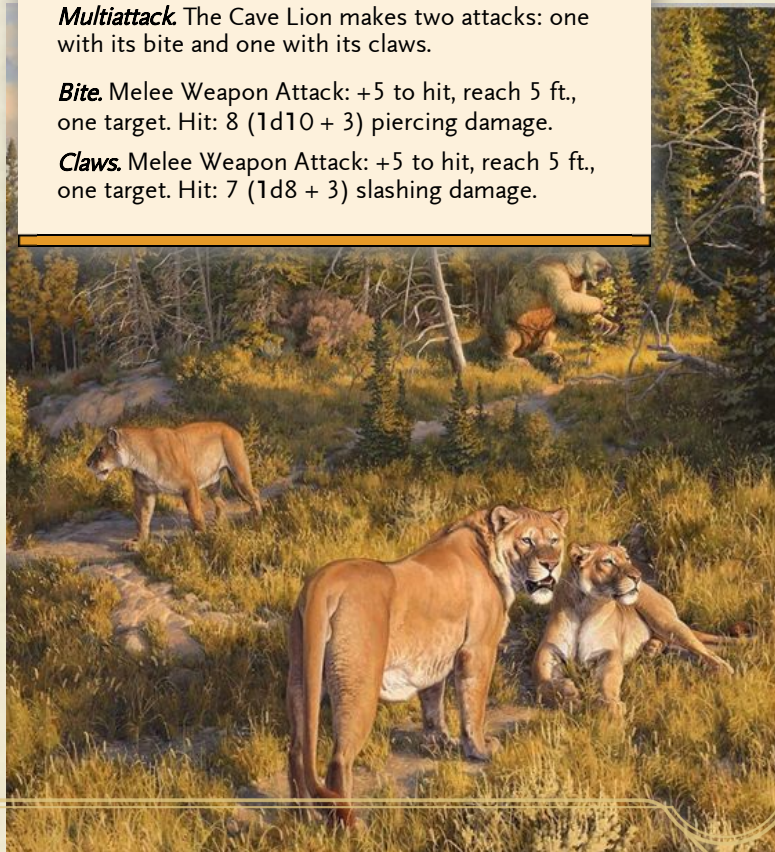
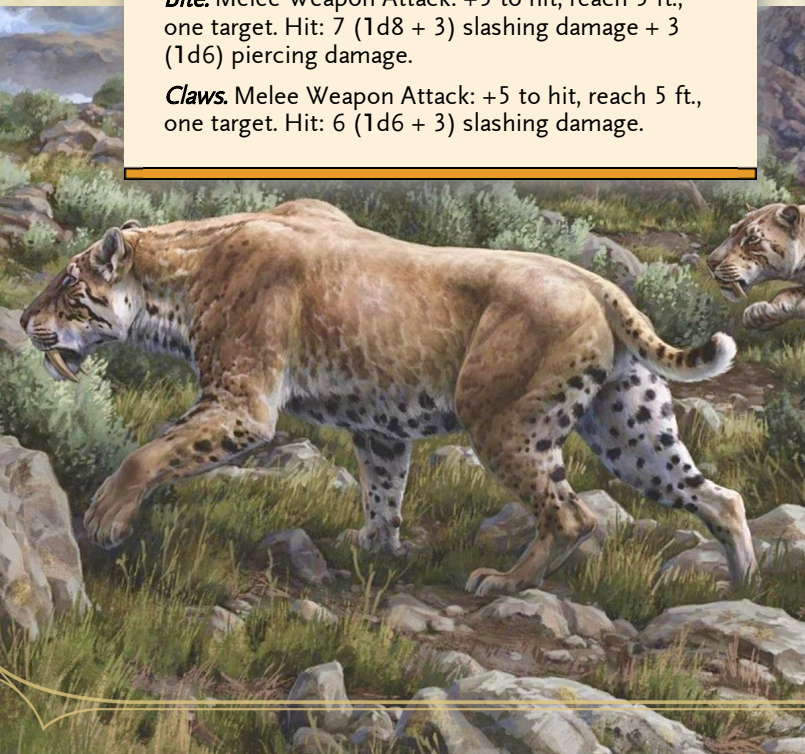
Running Leap. With a 10-foot running start, the cave lion can long jump up to 25 ft..

Actions

Multiattack. The Cave Lion makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.



GREAT JAGUAR

Medium beast, unaligned

Armor Class 12

Hit Points 18

Speed 40ft., climb 40 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5, Stealth +4

Senses passive Perception 15, Darkvision 60 feet.

Challenge 1

Keen Smell. The jaguar has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The jaguar can use the dash action as a bonus action. If it does so it can't use this feature again on its next turn.

Pounce. If the jaguar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the jaguar can make one bite attack against it as a bonus action.

Leap. The jaguar has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The jaguar makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8(1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7(1d8 + 3) slashing damage.

STEPPE CHEETAH

Medium beast, unaligned

Armor Class 13

Hit Points 8

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +4, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Smell. The cheetah has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The cheetah can use the dash action as a bonus action. It can use this feature a number of times equal to 1 + its constitution modifier per long rest.

Pounce. If the cheetah moves at least 20 feet straight toward a medium or smaller creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the cheetah can make one bite attack against it as a bonus action.

Leap. The cheetah has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Cold Tolerant. The cheetah doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The cheetah makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) slashing damage.



GIANT CHEETAH

Medium beast, unaligned

Armor Class 13

Hit Points 10

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +3, Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/4

Keen Smell. The cheetah has advantage on Wisdom (Perception) checks that rely on smell.

Sprint. The cheetah can use the dash action as a bonus action. It can use this feature a number of times equal to 1 + its constitution modifier per long rest.

Pounce. If the cheetah moves at least 20 feet straight toward a medium or smaller creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the cheetah can make one bite attack against it as a bonus action.

Leap. The cheetah has its jump distance and height doubled and it can perform a full height jump without moving beforehand.

Actions

Multiattack. The cheetah makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) slashing damage.



AMPHICYON

Large beast, unaligned

Armor Class 11
Hit Points 21
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Smell. The Amphicyon has advantage on Wisdom (Perception) checks that rely on smell.

Ambush. Once per short rest the Amphicyon can use the dash action as a bonus action.

Actions

Multiattack. The Amphicyon makes two attacks, one with its bite and one with its claws

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) .

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

AENOCYON (DIRE WOLF)

Medium beast, unaligned

Armor Class 11
Hit Points 16
Speed 50ft.,

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Hearing and Smell. The Aenocyon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Relentless. The Aenocyon has advantage on constitution saving throws.

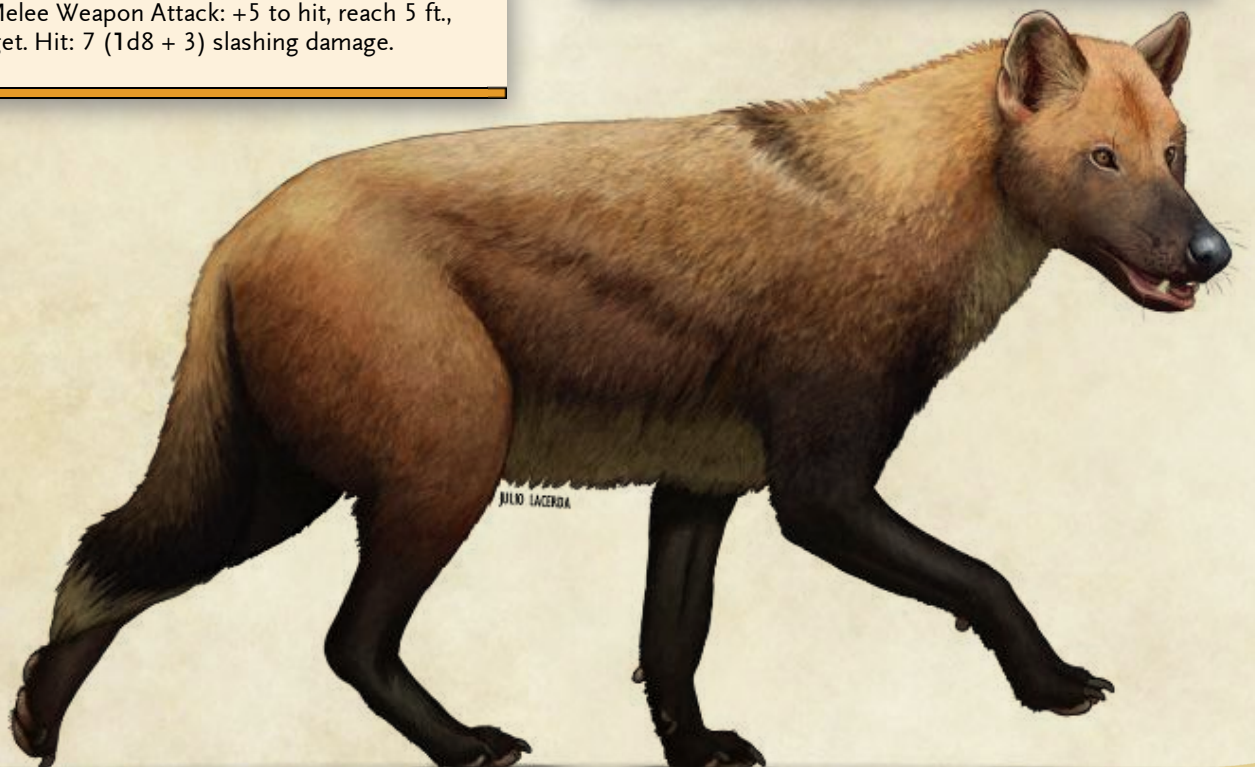
Pack Tactics. The Aenocyon has advantage on an Attack roll against a creature if at least one of the Aenocyon's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Multiattack. The Aenocyon makes two attacks, one with its bite and one with its claws

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.



DAEODON*

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 28

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	3 (-4)	12 (+1)	12 (+1)

Saving Throws Constitution +5

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 3

Keen Smell. The Daeodon has advantage on Wisdom (Perception) checks that rely on smell.

Charge. If the Daeodon moves at least 20 ft. straight toward a target and then hits it with an headbutt attack on the same turn, the target takes an extra (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone the Daeodon can make a bite attack against it as a bonus action.

Actions

Multiattack. The Daeodon makes either two bite attacks or one bite attack and one headbutt attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage + 8 (1d8 + 4) bludgeoning damage.

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

ANDREWSARCHUS

Huge (Large) beast, unaligned

Armor Class 10

Hit Points 34

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 3

Keen Smell. The andrewsarchus has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the andrewsarchus moves at least 20 ft. straight toward a target and then hits it with a bite attack on the same turn the target must make a DC 14 Strength saving throw, being knocked prone on a fail. The Andrewsarchus can then make a bite attack against the prone creature as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (2d6) piercing damage + 6 (1d4 + 4) bludgeoning damage.

SIMBAKUBWA*

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 26

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Smell. The simbakubwa has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the simbakubwa moves at least 20 ft. straight toward a target and then hits it with a bite attack on the same turn the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone the simbakubwa can make a bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

EPICYON

Medium beast, unaligned

Armor Class 11

Hit Points 14

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Hearing and Smell. The Epicyon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The Epicyon has advantage on an Attack roll against a creature if at least one of the Epicyon's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Multiattack. The Epicyon makes two attacks, one with its bite and one with its claws

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage + 2 (1d4) bludgeoning.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.





BORHYAENA

Small beast, unaligned

Armor Class 11
Hit Points 7
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/2

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

SARKASTODON

Large beast, unaligned

Armor Class 12
Hit Points 18
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	15 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell. The Sarkastodon has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Sarkastodon moves at least 20 ft. straight toward a target and then hits it with a bite attack on the same turn the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone the Sarkastodon can make a bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.



CAVE BEAR

Large beast, unaligned

Armor Class 11

Hit Points 28

Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Cold Dweller. The bear doesn't suffer repercussions or exhaustion because of mildly cold temperatures.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

SHORT FACED BEAR

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 34

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +7, Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its claws and one with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

DINOCROCUTA

Large beast, unaligned

Armor Class 10

Hit Points 24

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Athletics +5, Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 1/2

Keen Hearing and Smell. The dinocrocuta has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage + 6 (1d6 + 3) bludgeoning damage.

MEGALOCROERUS



GIANT TAPIR

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 14

Challenge 1

Hold Breath. The tapir can hold its breath for up to five minutes.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 slashing damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

DEINOTHERIUM

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 120

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

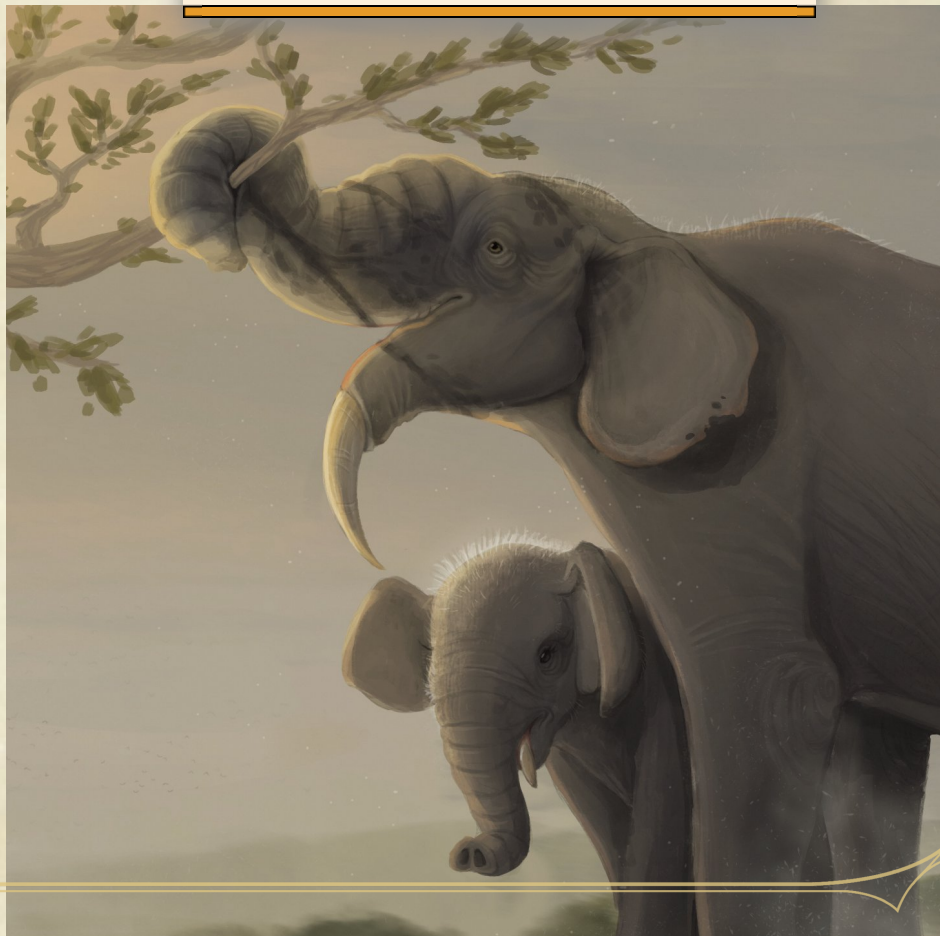
Challenge 6

Trampling Charge. If the Deinotherium moves at least 20 ft. straight toward a creature and then hits it with a trunk attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Deinotherium can make one stomp attack against it as a bonus action.

Actions

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10+6) bludgeoning damage.

Trunk. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8+6) bludgeoning damage. On a hit on a large or smaller target the Deinotherium can attempt to shove the target 10 feet away.



GIANT HORSE

Huge beast, unaligned

Armor Class 11
Hit Points 24
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 12
Challenge 1/2

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d6+4) slashing damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9(2d4+4) bludgeoning damage.

STEPPE HORSE

Medium beast, unaligned

Armor Class 11
Hit Points 14
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 12
Challenge 1/8

Actions

Steppe Animal. The Steppe Horse doesn't suffer repercussions because of moderately cold temperatures and has advantage in constitution checks to avoid exhaustion because of travel

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6+2) slashing damage.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6+2) bludgeoning damage.

QUAGGA

Medium beast, unaligned

Armor Class 11
Hit Points 12
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 12
Challenge 1/8

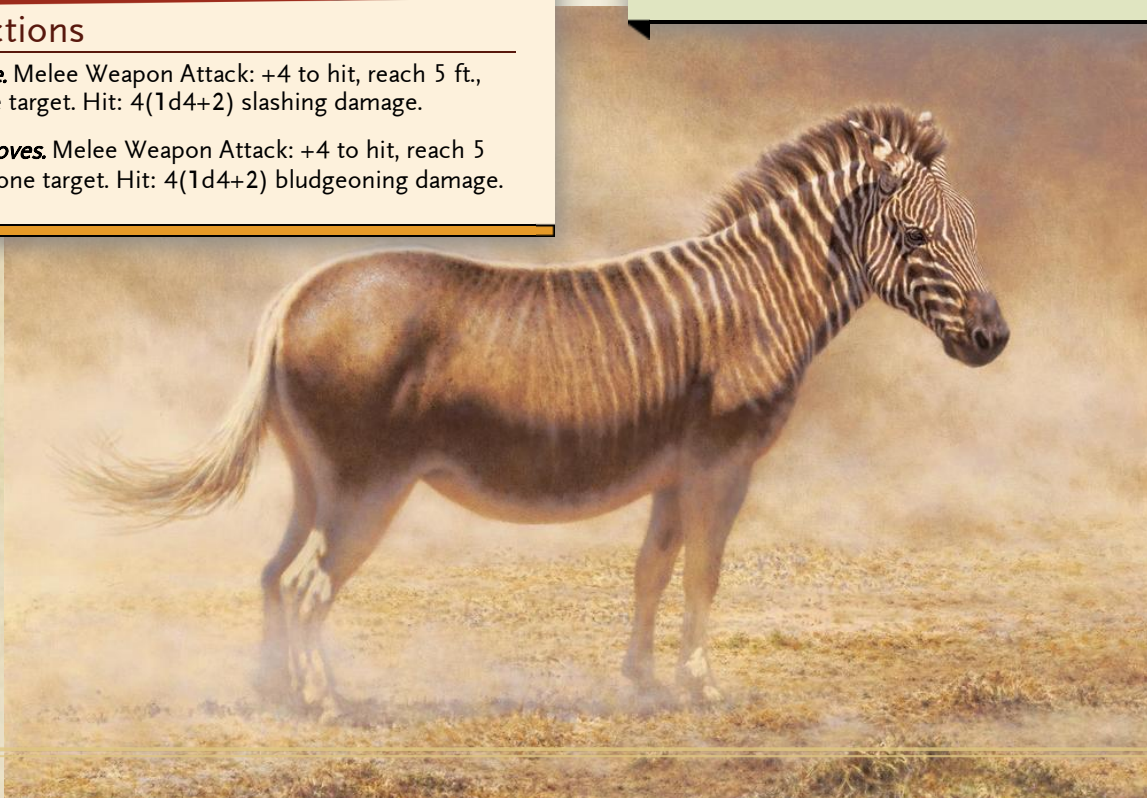
Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4+2) slashing damage.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4+2) bludgeoning damage.

EXTINCTION AND DEEXTINCTION

We hunted the Quagga to extinction, but researchers are managing to deextinct (in a sense) this zebra subspecies by breeding foals that carry the Quagga traits.



HESPEROCYON

Little (Tiny) beast, unaligned

Armor Class 12
Hit Points 2
Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Keen Hearing and Smell. The Hesperocyon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 slashing damage.

LONG-HORNEDED BISON*

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 34
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12
Challenge 1

Charge. If the Bison moves at least 20 ft. straight toward a target and then hits it with a Headbutt attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage **Gore.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage **Stomp.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.



AUROCH*

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 32

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12

Challenge 1

Charge. If the Auroch moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing + 4(1d8) bludgeoning damage. **Stomp.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.





MEGACEROPS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 62

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	7 (-2)	12 (+1)

Senses passive Perception 12

Challenge 4

Trampling Charge. If the Megacerops moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target takes additional 1d8 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the megacerops can make one stomp attack against it as a bonus action.

Actions

Ram. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3d8 + 5 bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3d8 + 5 bludgeoning damage.

EMBOLOTHERIUM

Huge beast, unaligned

Armor Class 12

Hit Points 56

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	3 (-4)	7 (-2)	12 (+1)

Senses passive Perception 12

Challenge 4

Trampling Charge. If the Megacerops moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.

BARYTHERIUM

Large beast, unaligned

Armor Class 12

Hit Points 24

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	12 (+1)

Senses passive Perception 13

Challenge 4

Trampling Charge. If the Barytherium moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target takes additional 1d4 bludgeoning damage and must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Barytherium can make one stomp attack against it as a bonus action.

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

PYROTHERIUM

Large beast, unaligned

Armor Class 12

Hit Points 26

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	12 (+1)

Senses passive Perception 13

Challenge 2

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

SYNTHETOCERAS

Large beast, unaligned

Armor Class 12

Hit Points 10

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15

Challenge 1/4

Actions

Horns. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

SINOMEGACEROS

Large beast, unaligned

Armor Class 10

Hit Points 13

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15

Challenge 1/4

Actions

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

PROLIBYTHERIUM FEMALE

Medium beast, unaligned

Armor Class 11
Hit Points 8
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	10 (0)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15
Challenge 1/8

Actions

Horns. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

PROLIBYTHERIUM MALE

Medium beast, unaligned

Armor Class 11
Hit Points 8
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	10 (0)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15
Challenge 1/8

Actions

Headbutt. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

PELTEPHILUS

Small beast, unaligned

Armor Class 13
Hit Points 5
Speed 15ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Skills Perception +2
Senses passive Perception 12
Challenge 1/4

Defensive stance. The Peltephilus can choose to not move nor attack on its turn, crouching onto the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2(1d4) slashing damage.

EOBASILEUS

Huge beast, unaligned

Armor Class 12

Hit Points 56

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	3 (-4)	7 (-2)	12 (+1)

Senses passive Perception 12

Challenge 4

Trampling Charge. If the Eobasileus moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) bludgeoning damage.

HOMALODOTHERIUM

Large beast, unaligned

Armor Class 11

Hit Points 13

Speed 35 ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	12 (+1)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 1/2

Actions

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d3+2) bludgeoning + 2 (1d4) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

UINTATHERIUM

Huge beast, unaligned

Armor Class 12

Hit Points 48

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	3 (-4)	7 (-2)	12 (+1)

Senses passive Perception 12

Challenge 4

Trampling Charge. If the Uintatherium moves at least 20 ft. straight toward a creature and then hits it with a ram attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.



MOERITHERIUM

Medium beast, unaligned

Armor Class 11

Hit Points 12

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 1/2

Actions

Headbutt. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

Stomp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

GRANASTRAPOTHERIUM

Large beast, unaligned

Armor Class 12

Hit Points 31

Speed 35ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	17 (+3)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 1

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) bludgeoning damage.

ASTRAPOTHERIUM

Large beast, unaligned

Armor Class 12

Hit Points 26

Speed 35ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 1

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

HILARCOTHERIUM

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 68

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 3

Actions

Headbutt. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d10+5) bludgeoning damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10+5) bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10+5) bludgeoning damage.

GIGANTOPITHECUS

Large beast, unaligned

Armor Class 11

Hit Points 25

Speed 30ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	10 (0)

Skills Athletics +7, Intimidation +4, Perception +5

Senses passive Perception 15

Challenge 1

Actions

Multiattack. The gigantopithecus makes two fist attacks.

Fist. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Rock. Ranged Weapon Attack: +3 to hit, reach 25/50 ft., one target. Hit: (1d6 + 4) bludgeoning damage.

GIANT PANGOLIN

Medium beast, unaligned

Armor Class 12

Hit Points 6

Speed 20ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	4 (-3)	8 (-1)	8 (-1)

Senses passive Perception 11, Darkvision 30 feet.

Challenge 1/4

Roll up. As an action the pangolin can choose to not move on its turn, either rolling on itself or crouching to the ground, therefore increasing its AC by 1 until the beginning of its next turn.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) slashing damage.

THYLACINE

Small beast, unaligned

Armor Class 11

Hit Points 6

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Keen Hearing and Smell. The Thylacine has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The Thylacine makes two attacks, one with its bite and one with its claws

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

WE KILLED THEM

The thylacine was the biggest marsupial carnivore in modern times. It was driven to extinction by us in many ways, one of them being hunting. The last thylacine known died in a zoo in 1936.



INSULAR HIPPOPOTAMUS

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 40ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	17 (+7)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 14

Challenge 3

Charge. If the hippopotamus moves at least 20 ft. straight toward a target and it can use its bonus action to try to shove that creature if it is within 5 feet from it.

Hold Breath. The hippopotamus can hold its breath for up to five minutes.

Actions

Multiattack. The hippopotamus makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3d8 + 3 piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

GREAT HIPPOPOTAMUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 62

Speed 40ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 14

Challenge 3

Charge. If the hippopotamus moves at least 20 ft. straight toward a target and it can use its bonus action to try to shove that creature if it is within 5 feet from it.

Hold Breath. The hippopotamus can hold its breath for up to five minutes.

Actions

Multiattack. The hippopotamus makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 3d12 + 4 piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8 + 4 bludgeoning damage.



THYLACOLEO

Medium beast, unaligned

Armor Class 12

Hit Points 10

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Stealth +4, Perception +5

Senses passive Perception 15

Challenge 1/2

Keen Hearing and Smell. The Thylacoleo has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The Thylacoleo makes two attacks, one with its bite and one with its feet.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

PROCOPTODON

Medium beast, unaligned

Armor Class 11

Hit Points 12

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 14

Challenge 1/2

Actions

Kick Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

HORNED GOPHER

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 20ft., burrow 5ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	8 (-1)	3 (-4)	8 (-1)	10 (0)

Senses passive Perception 13

Challenge 0

Actions

Claw. Melee Weapon Attack: 0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Bite. Melee Weapon Attack: 0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

GREAT BEAVER

Medium beast, unaligned

Armor Class 10

Hit Points 8

Speed 30ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	8 (-1)

Skills Perception +4

Senses passive Perception 14

Challenge 1/4

Hold Breath. The Beaver can hold its breath for up to five minutes.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7(1d6 + 1) piercing damage.



DIPROTODON

Huge beast, unaligned

Armor Class 12

Hit Points 40

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	3 (-4)	8 (-1)	12 (+1)

Senses passive Perception 13

Challenge 3

Actions

Headbutt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

BOHRA

Medium beast, unaligned

Armor Class 12

Hit Points 7

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 14

Challenge 1/8

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage.



GIANT SEA OTTER

Medium beast, unaligned

Armor Class 12

Hit Points 8

Speed 10ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	5 (-3)	10 (0)	8 (-1)

Skills Perception +4, Survival +2

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The otter can hold its breath for up to 5 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d8 + 1) piercing damage.

GIANT SWAMP OTTER

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed 20ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	5 (-3)	10 (0)	8 (-1)

Skills Perception +4, Survival +2

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The otter can hold its breath for up to 5 minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d8 + 1) piercing damage.



JOSEPHOARTIGASIA

Large beast, unaligned

Armor Class 11

Hit Points 18

Speed 40ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (0)	8 (-1)

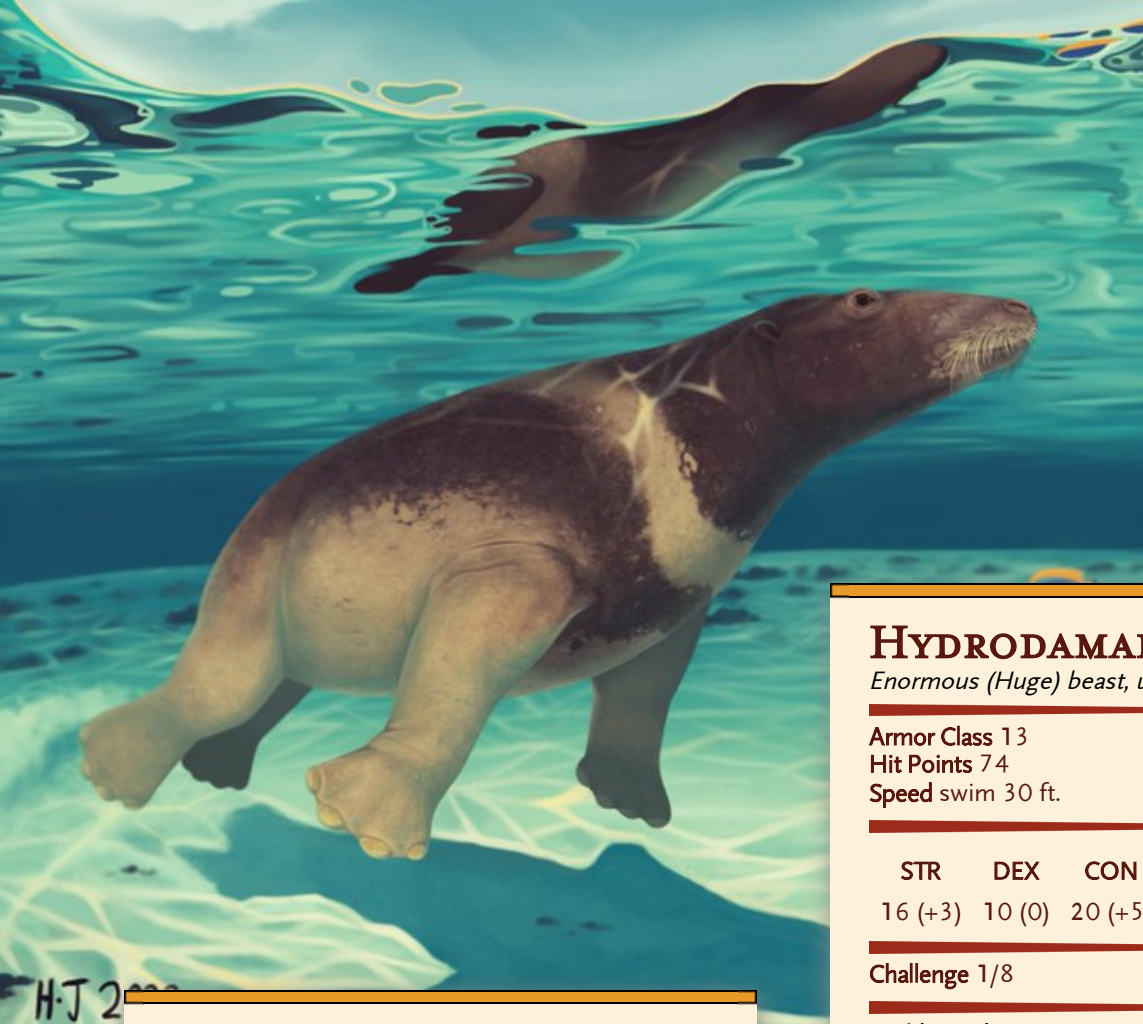
Skills Perception +4

Senses passive Perception 14
Challenge 1/2

Hold Breath. The Josephoartigasia can hold its breath for up to five minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7(2d4 + 2) piercing damage.



DESMOSTYLUS

Large beast, unaligned

Armor Class 11

Hit Points 28

Speed 20ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	10 (0)	8 (-1)

Skills Perception +4

Senses passive Perception 14

Challenge 1

Hold Breath. The Desmostylus can hold its breath for up to fifteen minutes.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7(1d6 + 3) piercing + 2(1d4) bludgeoning damage.

HYDRODAMALIS

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 74

Speed swim 30 ft.

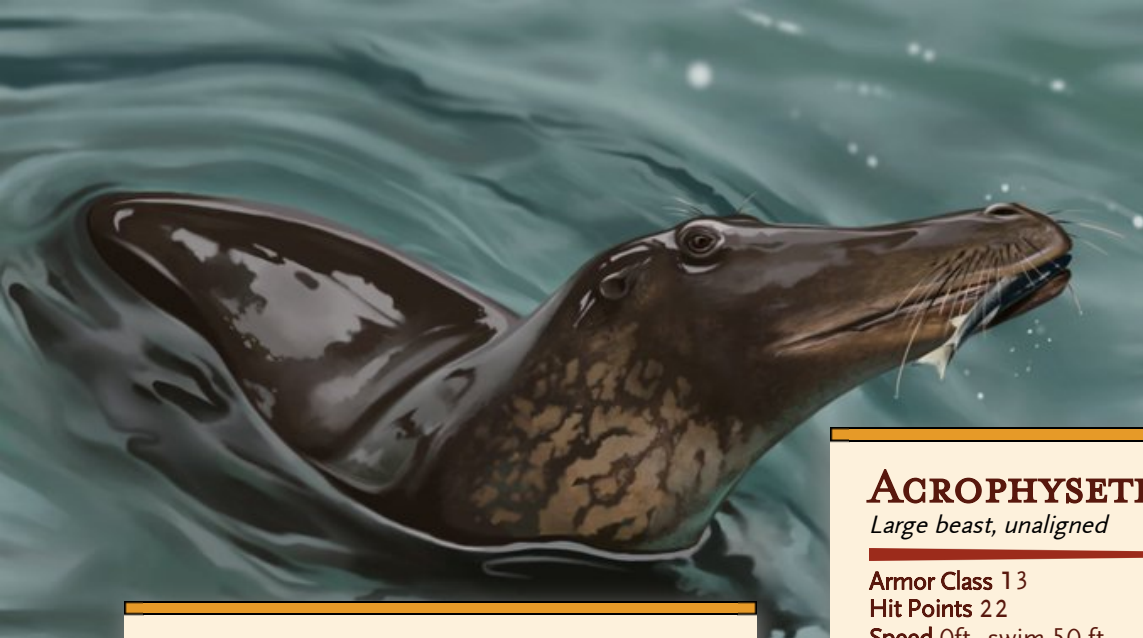
STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	20 (+5)	7 (-2)	12 (+1)	6 (-2)

Challenge 1/8

Hold Breath. The Hydrodamalis can hold its breath for up to thirty minutes.

Actions

Thrash. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 3 bludgeoning damage.



AMBULOCETUS

Large beast, unaligned

Armor Class 12

Hit Points 13

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	5 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1/4

Hold Breath. The Ambulocetus can hold its breath for up to ten minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Ambulocetus can't bite another target.

ACROPHYSETER

Large beast, unaligned

Armor Class 13

Hit Points 22

Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 1/2

Hold Breath. The Acrophyseter can hold its breath for up to half an hour.

Echolocation. The Acrophyseter can't use its blindsight while deafened.

Keen Hearing. The Acrophyseter has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d8 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Acrophyseter can't bite another target.

BASILOSaurus

Gargantuan beast, unaligned

Armor Class 13

Hit Points 141

Speed 0ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	5 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, Blindsight 30 feet.

Challenge 8

Hold Breath. The Basilosaurus can hold its breath for up to one hour.

Echolocation. The Basilosaurus can't use its blindsight while deafened.

Keen Hearing. The Basilosaurus has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 4d10 + 7 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Basilosaurus can't bite another target.



LIVYATAN

Gargantuan beast, unaligned

Armor Class 12

Hit Points 148

Speed 0ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 120 feet.

Challenge 8

Hold Breath. The Livyatan can hold its breath for up to one hour.

Echolocation. The Livyatan can't use its blindsight while deafened.

Keen Hearing. The Livyatan has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 5d8 + 8 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Livyatan can't bite another target.

Tail Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 4d8 + 8 bludgeoning damage.



ZYGOPHYSETER/ BRYGMOPHYSETER

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 45

Speed 0ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet, Blindsight 60 feet.

Challenge 3

Hold Breath. The Zygophyseter can hold its breath for up to one hour.

Echolocation. The Zygophyseter can't use its blindsight while deafened.

Keen Hearing. The Zygophyseter has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 2d8 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Zygophyseter can't bite another target.

Tail Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 1d6 + 4 bludgeoning damage.

DORUDON

Large beast, unaligned

Armor Class 13

Hit Points 30

Speed 0ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, Blindsight 30 feet.

Challenge 1/2

Hold Breath. The Dorudon can hold its breath for up to half an hour.

Echolocation. The Dorudon can't use its blindsight while deafened.

Keen Hearing. The Dorudon has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d12 + 3 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Dorudon can't bite another target.



RUSHELLE KUCALA

STEM MAMMALS

Some ancient animals were very close to mammals, although they retained some resemblance to reptiles. There were predators, hunters, but also peaceful herbivores. In this section some of them are presented.

DIMETRODON

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Keen Smell. The Dimetrodon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

EDAPHOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 6

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3(1d4 + 1) piercing damage.

INOSTRANCERVIA

Large beast, unaligned

Armor Class 11

Hit Points 25

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Keen Smell. The Inostrancervia has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Inostrancervia can't bite another target





COTYLORHYNCHUS

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 20ft. swim 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Cotylorhynchus can hold its breath for up to 5 minutes.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) bludgeoning damage.

LALIEUDORHYNCHUS

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 20ft. swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Lalieudorhynchus can hold its breath for up to 10 minutes.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4(1d4 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5(1d6 + 2) bludgeoning damage.

DICYNODON

Small beast, unaligned

Armor Class 11

Hit Points 3

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	8 (-1)	4 (-3)	8 (-1)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Actions

Beak. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) slashing + 1 (1d4-1) piercing damage.

DICYNODON

Small beast, unaligned

Armor Class 11

Hit Points 3

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	8 (-1)	4 (-3)	8 (-1)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Actions

Beak. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) slashing + 1 (1d4-1) piercing damage.

MOSCHOPS

Large beast, unaligned

Armor Class 11

Hit Points 26

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Actions

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9(2d6 + 2) bludgeoning damage and the Moschops can attempt to shove its target.



ANTEOSAURUS*

Huge beast, unaligned

Armor Class 11

Hit Points 40

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 5

Keen Smell. The Anteosaur has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Anteosaur can't bite another target.

Headbutt. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and the Anteosaur can attempt to shove its target.

LISOWICIA

Huge beast, unaligned

Armor Class 12

Hit Points 68

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Actions

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



JONKERIA (CHONKERIA)

Huge beast, unaligned

Armor Class 11

Hit Points 46

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	4 (-3)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 5

Actions

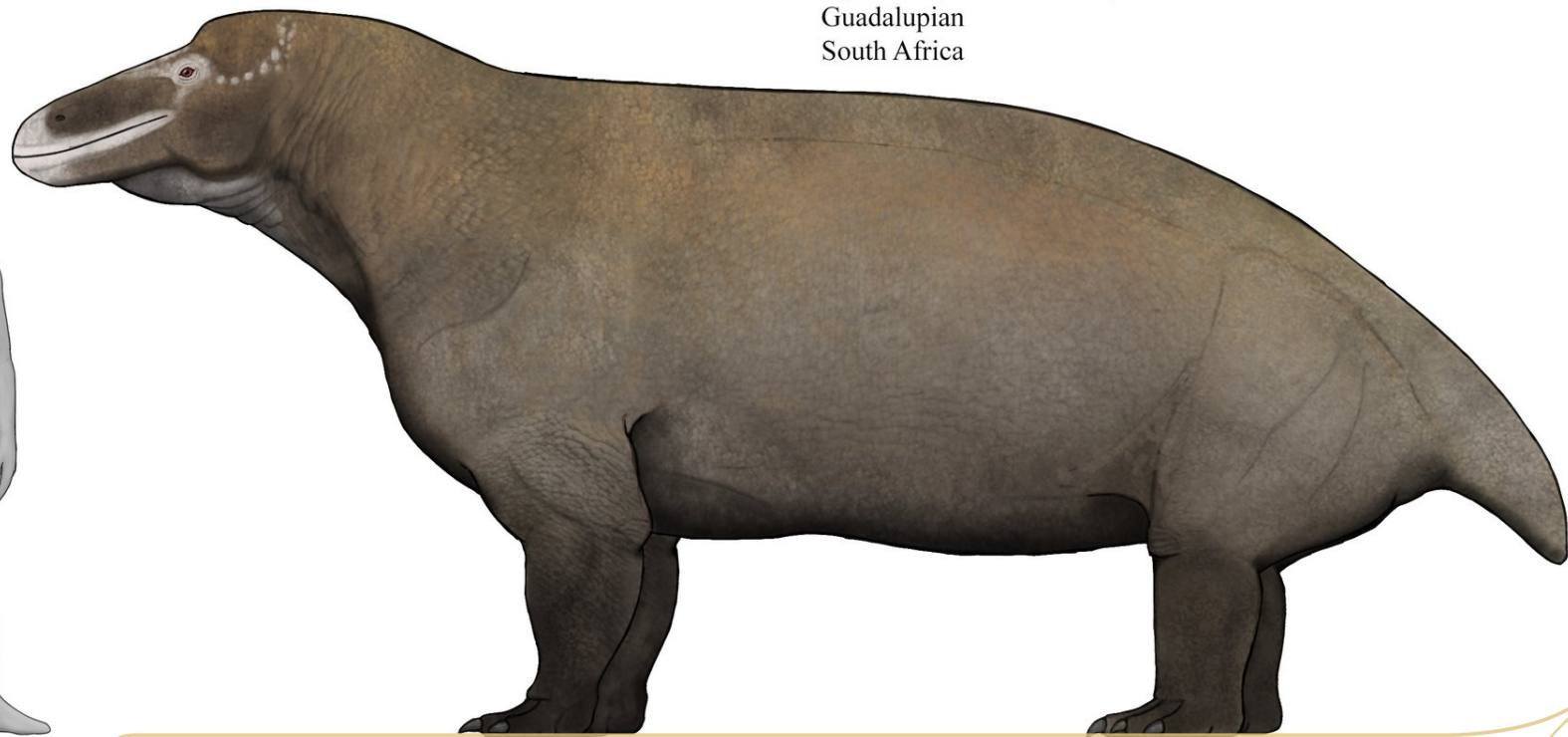
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Jonkeria can't bite another target

Headbutt. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and the Lisowicia can attempt to shove its target.

Jonkeria haughtoni (Broom 1929)

Guadalupian

South Africa



BIRDS

Eagles, giant birds, penguins, tall walking feathered giants.



DODO

Small beast, unaligned

Armor Class 9

Hit Points 4

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	10 (0)	3 (-4)	8 (-1)	4 (-3)

Skills Perception +3

Senses passive Perception 13.

Challenge 0

Good Smell. The Dodo gets +1 in its perception checks that rely on smell.

Strong Legs. The Dodo has its carrying capacity doubled.

Actions

Peck. Melee Weapon Attack: 0 to hit, reach 5ft., one target. Hit: 1 piercing damage.

BIRDS ARE ACTUALLY DINOSAURS

Birds evolved from feathered dinosaurs related to the velociraptor. Depending on the setting and the world of where the adventures are set this information could be interesting, useful, or totally not necessary.

KELENKEN

Large beast, unaligned

Armor Class 12

Hit Points 18

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Runner. The kelenken can use the dash action as a bonus action.

Actions

Multiattack. The Kelenken makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 7 (1d8 + 3) slashing damage.





PELAGORNIS

Medium beast, unaligned

Armor Class 11

Hit Points 15

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15

Challenge 1/2

Keen Sight. The pelagornis has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

TITANIS

Large beast, unaligned

Armor Class 11

Hit Points 16

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Runner. The Titanis can use the dash action as a bonus action.

Actions

Multiattack. The Titanis makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.





HAAST'S EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 7

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (0)

Skills Acrobatics +4, Perception +5

Senses passive Perception 15

Challenge 1/2

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d8 + 2 piercing damage. On a hit the eagle can make a grapple against the target of the attack.

MOA/ELEPHANT BIRD

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/4

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Kick. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) slashing damage + 5 (1d4 + 3) bludgeoning damage.



GIANT SWAN

Medium beast, unaligned

Armor Class 10

Hit Points 8

Speed 20ft., fly 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	4 (-3)	10 (0)	12 (+1)

Skills Intimidation +4, Perception +4

Senses passive Perception 14

Challenge 1/4

Unmovable. The swan has advantage in saving throws against being frightened.

Actions

Peck. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 1d6 + 1 piercing damage.

GENYORNIS

Large beast, unaligned

Armor Class 11

Hit Points 14

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/4

Actions

Beak. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Kick. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 5 (1d4 + 2) bludgeoning damage.

GIANT OSTRICH

Large beast, unaligned

Armor Class 12

Hit Points 17

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	10 (0)	8 (-1)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/2

Runner. The Ostrich can use the dash action as a bonus action.

Actions

Multiattack. The Ostrich makes two attacks: one with its beak and one with its feet.

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d4 + 3) bludgeoning + 2 (1d4) slashing damage



LARGEST BIRD EVER

The Vorombe, a species of "elephant bird", was the largest and heaviest bird it ever lived. It could weigh up to 800 kg (1760 lbs) and stand 3 m (9.8 ft.) tall. It lived in Madagascar until somewhere between 1200 CE and 1600 CE. It probably went extinct because of climate change, as well as habitat loss and hunting by humans.

VOROMBE

Large beast, unaligned

Armor Class 10

Hit Points 32

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/2

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Kick. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

BENNU HERON

Medium beast, unaligned

Armor Class 12

Hit Points 4

Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	8 (-1)	4 (-3)	14 (+2)	10 (0)

Skills Perception +6, Stealth +4

Senses passive Perception 16.

Challenge 1/4

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6+2) slashing damage.

A REAL ANIMAL?

There aren't many fossils or remains of the Bennu, but there are representations of this large two meters tall heron in Egypt and other African countries. It is currently accepted as a real, recently extinct animal.



GIANT PENGUIN

Medium beast, unaligned

Armor Class 9

Hit Points 6

Speed 10ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/4

Made to swim. The Giant Penguin has an AC of 12 in water.

Cold Dweller. The Giant Penguin doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Hold Breath. The Giant Penguin can hold its breath for up to 20 minutes.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4(1d3 +2) piercing damage.

KUMIMANU

Medium beast, unaligned

Armor Class 9

Hit Points 3

Speed 10ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/4

Made to swim. The Kumimanu has an AC of 13 in water.

Cold Dweller. The Kumimanu doesn't suffer repercussions or exhaustion because of moderate cold temperatures.

Hold Breath. The Kumimanu can hold its breath for up to 20 minutes.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5(1d4 + 3) piercing damage.



ICHTHYORNIS

Tiny beast, unaligned

Armor Class 11

Hit Points 1

Speed 10ft. fly 40ft., swim 20ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	4 (-3)	4 (-3)	12 (1)	6 (-2)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 0

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PHORUSRHACOS

Large beast, unaligned

Armor Class 13
Hit Points 12
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Runner. The Phorusrhacos can use the dash action as a bonus action.

Actions

Multiattack. The Phorusrhacos makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) slashing damage.

BRONTORNIS

Large beast, unaligned

Armor Class 11
Hit Points 19
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Runner. The Brontornis can use the dash action as a bonus action.

Actions

Multiattack. The Brontornis makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 7 (1d8 + 3) slashing damage.

ARGENTAVIS

Medium beast, unaligned

Armor Class 11
Hit Points 12
Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15
Challenge 1/2

Keen Sight. The argentavis has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Peck. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

DU (SYLVIORNIS)

Medium beast, unaligned

Armor Class 11
Hit Points 6
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	12 (+1)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Beak. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit*: 2 (1d4) piercing damage.

Kick. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit*: 5 2(1d4) bludgeoning damage.



STEPPE PEACOCK

Small beast, unaligned

Armor Class 10

Hit Points 3

Speed 20ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	10 (0)	3 (-4)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14.

Challenge 0

Cold Tolerant. The Steppe Peacock doesn't suffer repercussions because of mildly cold temperatures.

Actions

Peck. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1 piercing damage.

Kick. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1 piercing damage.

DROMORNIS

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/4

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.





DYNATOAETUS

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (0)

Skills Acrobatics +4, Perception +5

Senses passive Perception 15

Challenge 1/2

Keen Sight. The Dynatoetus has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 piercing damage. On a hit the Dynatoetus can make a grapple against the target of the attack.

REPTILES

DINOSAURS

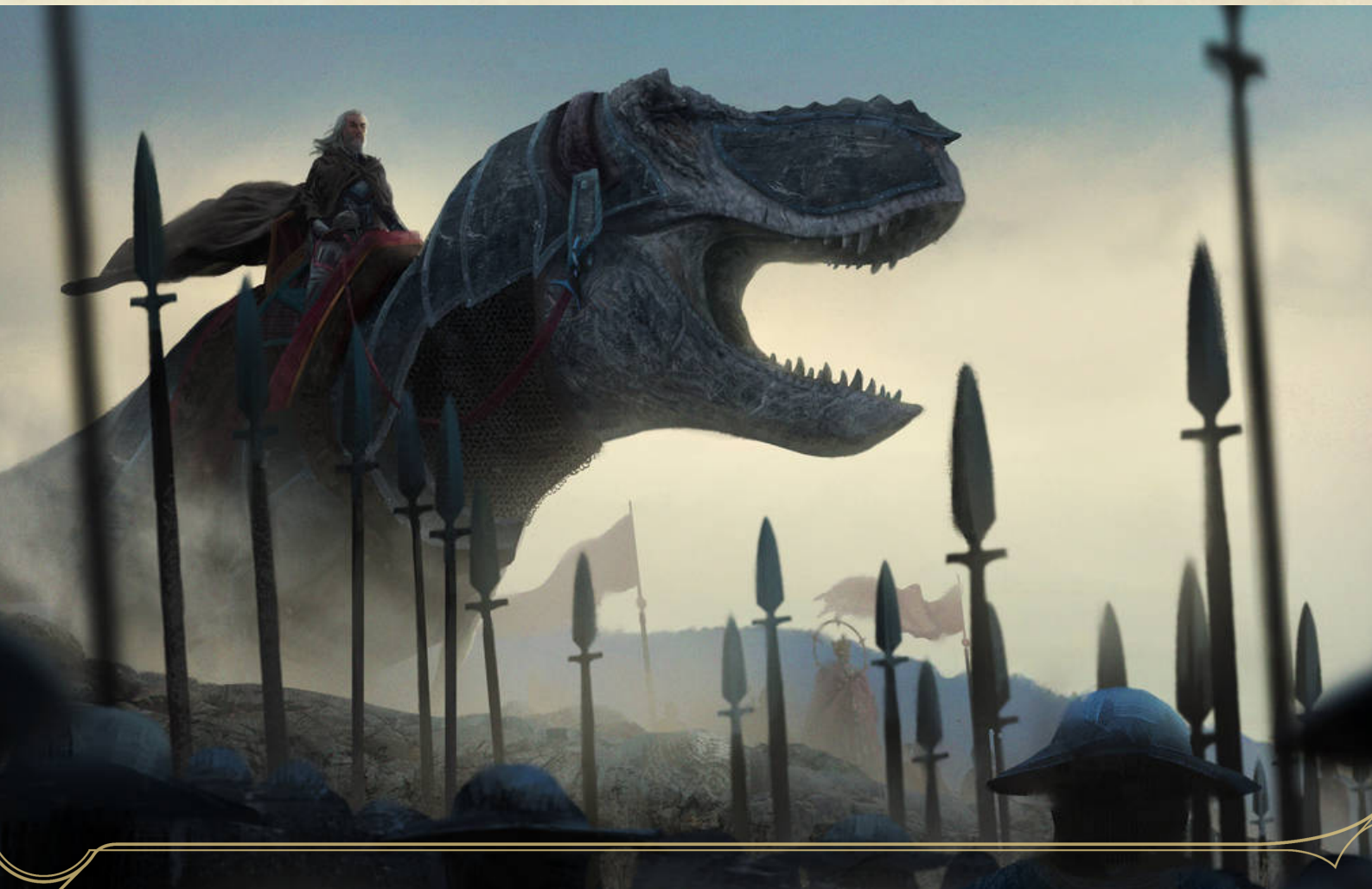
Beasts of the past who ruled our earth for millennia, dinosaurs captivate the imagination of children, but also adults. These reptiles came in all the shapes, from fierce predators, to herbivorous giants, to armored tanks, to cunning bird-like skittish creatures.

In this brew i present most dinosaur groups, starting with carnivorous dinosaurs and then moving to herbivorous ones, but we should keep in mind that a certain degree of omnivory is often present.

DMs can insert dinosaurs in their world with relative ease, as they covered the same niches many mammals cover nowadays, albeit often, but not necessarily, on a bigger scale. The most important thing to have big dinosaurs in your world is food availability, but i guess this could be said for many monsters as well, especially dragons, so i'd say that the general rule is: if dragons can live there, so can dinosaurs.

DINOSAUR BASED COMMUNITIES

It's reasonable to think that certain societies could develop strong bounds with dinosaurs and domesticate some species over the years. They could be used as mounts, as well as food sources (meat and eggs), or to aid in hunting or gathering stuff. Another possibility that i deeply love, is to use the bigger ones as moving houses for small races that could inhabit wooden (or bonemade) houses on their backs.



TERRIBLE CLAWS

Raptors (and similar dinosaurs) are well known for their sickle shaped claws and their speed. Although some more bulky forms developed they were stealth predators, behaving probably similarly to jaguars or wolves. There is debate about possible cooperation in the hunt in the case of these probably smart dinosaurs. Birds evolved from this group.

VELOCIRAPTOR

Small beast, unaligned

Armor Class 13

Hit Points 3

Speed 40ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (0)	6 (-2)	12 (+1)	10 (0)

Skills Perception +3, Acrobatics +5, Stealth +5

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Runner. The velociraptor can use the dash action as a bonus action. It also has the jump length and height doubled.

Actions

Multiattack. The Velociraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 2 piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 3 piercing or slashing damage.

LIKE WOLVES AND LIONS?

it is not known if some raptors, like velociraptor and deinonychus hunted in groups. If you feel like it you may add the following trait:

Pack Tactics. The velociraptor / deinonychus / Utahraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

DEINONYCHUS

Medium beast, unaligned

Armor Class 13

Hit Points 8

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +5, Acrobatics +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Runner. The Deinonychus can use the dash action as a bonus action. It also has the jump length and height doubled.

Actions

Multiattack. The Deinonychus makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d6 + 3 piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d6 + 3 piercing or slashing damage.

TROODON

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Acrobatics +4

Senses passive Perception 14, Darkvision 60 feet.

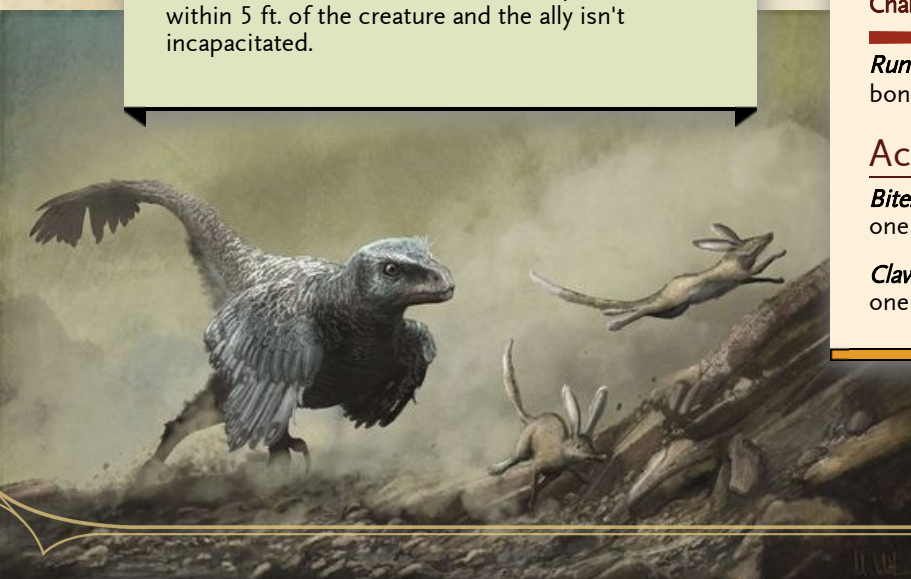
Challenge 1/8

Runner. The troodon can use the dash action as a bonus action.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 2 piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 2 piercing or slashing damage.



RANGER VELOCIRAPTOR F

Small beast, unaligned

Armor Class 13

Hit Points 4

Speed 40ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	11 (0)	7 (-2)	12 (+1)	10 (0)

Skills Perception +5, Acrobatics +6, Investigation +2, Stealth +5

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Runner. The velociraptor can use the dash action as a bonus action. It also has the jump length and height doubled.

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Velociraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d4 piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d6 piercing or slashing damage.

RANGER DEINONYCHUS F

Medium beast, unaligned

Armor Class 13

Hit Points 10

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +6, Investigation +1, Acrobatics +6

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Runner. The Deinonychus can use the dash action as a bonus action. It also has the jump length and height doubled.

Pack Tactics. The Deinonychus has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Deinonychus makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 1d6 + 3 piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 1d8 + 3 piercing or slashing damage.



UTAHRAPTOR/ ACHILLOBATOR

Large beast, unaligned

Armor Class 12

Hit Points 17

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4, Acrobatics +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Runner. The Utahraptor can use the dash action as a bonus action.

Pounce. If the Utahraptor moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 strength saving throw or be knocked prone. If it fails, the Utahraptor can make one bite attack against it as a bonus action.

Actions

Multiattack. The Utahraptor makes two attacks: one with its bite and one with its talons.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d10 + 3 piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d8 + 3 piercing or slashing damage.

AUSTRORAPTOR/ DAKOTARAPTOR

Large beast, unaligned

Armor Class 13

Hit Points 13

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4, Acrobatics +4

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Runner. The Austroraptor can use the dash action as a bonus action. It also has the jump length and height doubled.

Actions

Multiattack. The Austroraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d8 + 3 piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d10 + 3 piercing or slashing damage.

HUNTING UTAHRAPTOR F

Large beast, unaligned

Armor Class 12

Hit Points 18

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +5, Acrobatics +5, Investigation +1

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Runner. The Utahraptor can use the dash action as a bonus action.

Pounce. If the Utahraptor moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 strength saving throw or be knocked prone. If it fails, the Utahraptor can make one bite attack against it as a bonus action.

Pack Tactics. The Utahraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Utahraptor makes two attacks: one with its bite and one with its talons.

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 8 (1d10 + 3) piercing or slashing damage.

WAR UTAHRAPTOR F

Large beast, unaligned

Armor Class 14

Hit Points 20

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	6 (-2)	14 (+2)	13 (+1)

Skills Perception +5, Stealth +4, Investigation +1
Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Runner. The Utahraptor can use the dash action as a bonus action.

Pounce. If the Utahraptor moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 strength saving throw or be knocked prone. If it fails, the Utahraptor can make one bite attack against it as a bonus action.

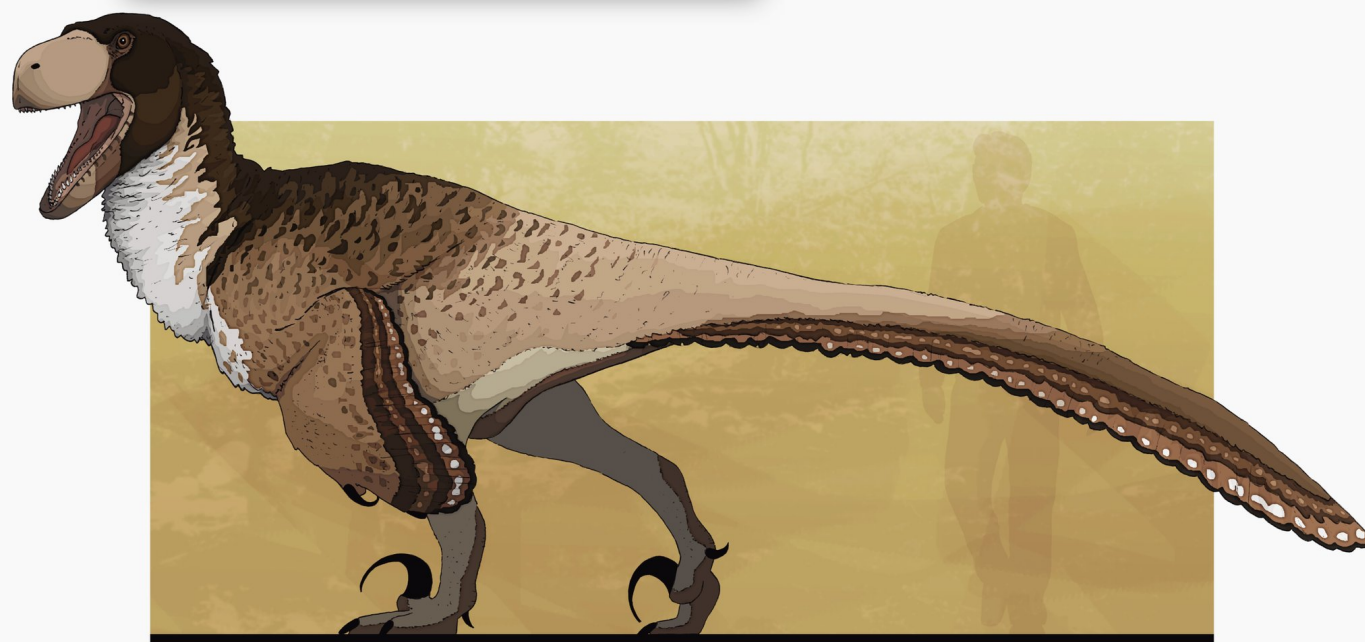
Pack Tactics. The Utahraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Utahraptor makes three attacks: one with its bite and two with its talons.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 10 (1d12 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 9 (1d10 + 4) piercing or slashing damage.



LATENIVENATRIX

Medium beast, unaligned

Armor Class 12

Hit Points 6

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Acrobatics +4

Senses passive Perception 14, Darkvision 60 feet.

Challenge 1/4

Runner. The latenivenatrix can use the dash action as a bonus action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) piercing or slashing damage.

MICRORAPTOR

Tiny beast, unaligned

Armor Class 11

Hit Points 1

Speed 20ft., fly 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+2)	2 (-4)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Acrobatics +6

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Pounce. If the Microraptor moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 5 Strength saving throw or be knocked prone. If the target is prone, the microraptor can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit: 1 piercing damage.

Claws. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit: 1 piercing or slashing damage.

ARCHAEOPTERYX

Tiny beast, unaligned

Armor Class 11

Hit Points 1

Speed 20ft. fly 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	4 (-3)	4 (-3)	12 (1)	6 (-2)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Weak Wings. The Archaeopteryx falls by 5 feet for every 20 feet of flight it makes, not taking damage if it touches the ground because of this.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

A BIRD?

Probably archaeopteryx can be considered a proper bird, but i put it in here with the closest dinosaurs i put in this appendix. The following dinosaur, Balaur is considered a bird as well.

BALOUR

Small beast, unaligned

Armor Class 12

Hit Points 4

Speed 35ft., climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	10 (0)

Skills Perception +3, Acrobatics +4, Stealth +5

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Actions

Multiattack. The Balaur makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4(1d4+2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4(1d4+2) piercing or slashing damage.

BAMBIRAPTOR

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	4 (-3)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 2 piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 2 piercing or slashing damage.

SAUORNITHOIDES

Medium beast, unaligned

Armor Class 12

Hit Points 5

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +4, Acrobatics +4

Senses passive Perception 15, 30 feet darkvision.

Challenge 1/4

Runner. The saurornithoides can use the dash action as a bonus action.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 1d4 + 2 piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 1d4 + 2 piercing or slashing damage.

FIERCE TYRANTS

Tyrannosaurids (and similar dinosaurs) were all characterized by their incredible bulk and bite force. In exchange for this powerful, bone breaking bite and their big heads they evolved short forelimbs that were useful only for dedicated tasks and probably not for hunting.

TYRANNOSAURUS REX

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 136
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	19 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 8

Keen Smell. The Tyrannosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (4d12 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. On a critical or against a grappled creature the bite deals additional 13 (2d12) bludgeoning damage.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (3d8 + 7) bludgeoning damage.

TARBOSAURUS

Gigantic (Huge) beast, unaligned

Armor Class 11
Hit Points 110
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 5

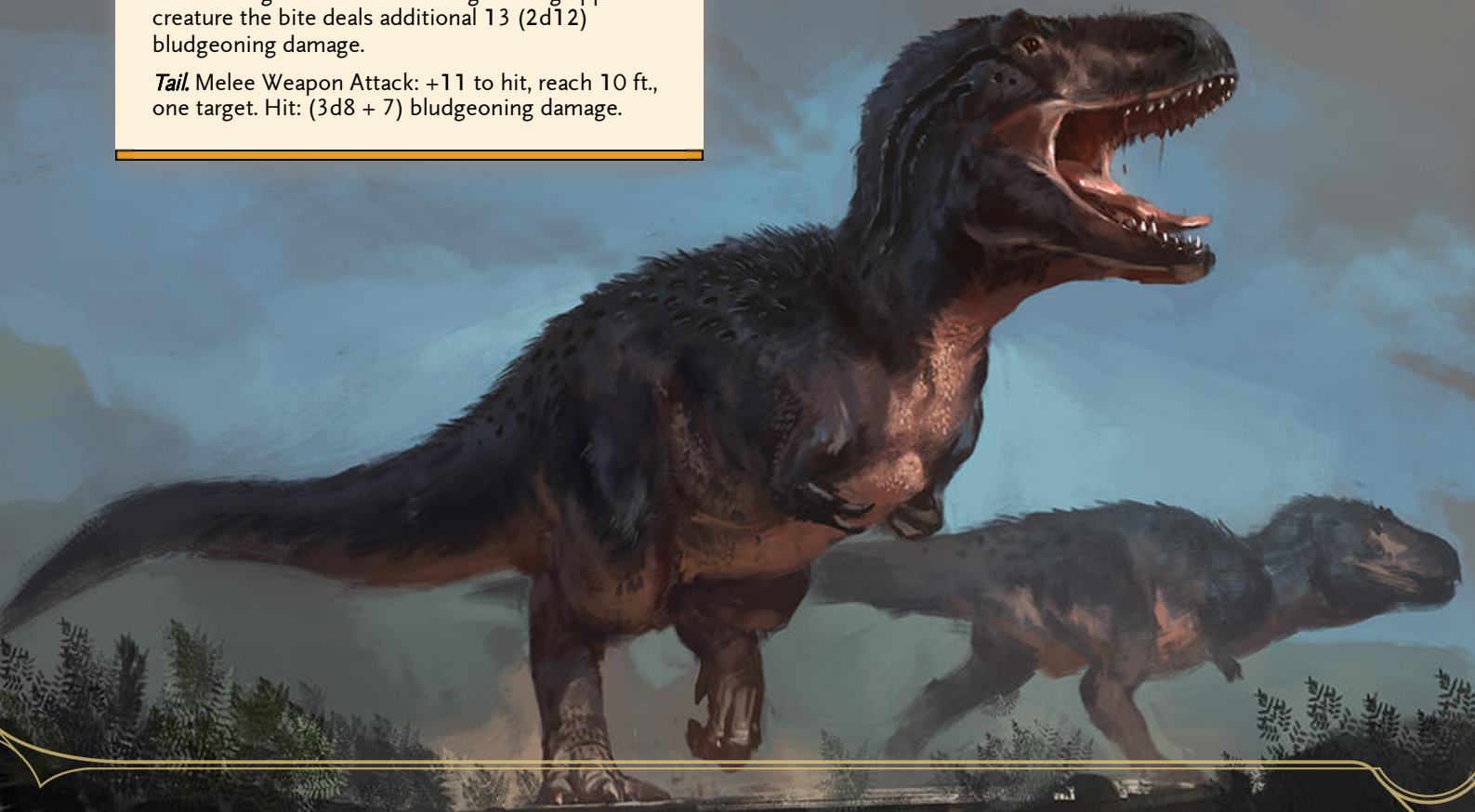
Keen Smell. The Tarbosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Tarbosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (4d10 + 6) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tarbosaurus can't bite another target. On a critical or against a grappled creature the bite deals additional 11 (2d10) bludgeoning damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: (2d8 + 6) bludgeoning damage.





DASPLETOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 80

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 4

Keen Smell. The Daspletosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Daspletosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (3d12 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the daspletosaurus can't bite another target.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: (2d8 + 5) bludgeoning damage.



YOUNG TYRANNOSAURUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 34

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 2

Keen Smell. The T-Rex has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11(2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. On a critical or against a grappled target the attack deals additional 5(2d4) bludgeoning damage.

KING T-REX F

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 150

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +9

Senses passive Perception 19, Darkvision 30 feet.

Challenge 9

Keen Smell. The Tyrannosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 35(5d10 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. On a critical or against a grappled creature the bite deals additional 19 (3d12) bludgeoning damage.

Tail. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 24(3d10 + 8) bludgeoning damage.



NANUQSAAURUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 35

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 3

Keen Smell. The Nanuqsaurus has advantage on Wisdom (Perception) checks that rely on smell.

Cold Tolerant. The Nanuqsaurus has advantage in stealth checks while in snow and doesn't suffer repercussions or exhaustion because of mildly cold temperatures (not below 0°C / 32°F).

Actions

Multiattack. The Nanuqsaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d10 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the nanuqsaurus can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (2d6 + 3) bludgeoning damage.

GORGOSAURUS / ALBERTOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 60

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 5

Keen Smell. The Gorgosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (3d12 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Gorgosaurus can't bite another target.

ALIORAMUS / QIANZHOSAURUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 26

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 2

Keen Smell. The alioramus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the alioramus can't bite another target.



AGILE POWERHOUSES

Although their bulk, even with similar size was not exactly the same as tyrannosaurids the allosauroids (and similar dinosaurs) developed different types of teeth able to slice easily and cause ingent damage to their prey, often thanks to blood loss. Many of them were quite agile and some had powerful enough forelimbs to help in catching prey.

SAUROPHAGANAX*

Gigantic (5x5) (Huge) beast, unaligned

Armor Class 12
Hit Points 105
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 6

Keen Smell. The Saurophaganax has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Saurophaganax moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Saurophaganax can make one bite attack against it as a bonus action.

Actions

Multiattack. The Saurophaganax makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (3d10 + 5) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Saurophaganax can't bite another target

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (2d8 + 5) slashing damage.

ALLOSAURUS* / EPANTERIAS

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12
Hit Points 60
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 4

Keen Smell. The Allosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Allosaurus can make one bite attack against it as a bonus action.

Actions

Multiattack. The Allosaurus makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d12 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Allosaurus can't bite another target

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d6 + 4) slashing damage.





SINRAPTOR/ COMMON ALLOSAUROS

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 28
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell. The Sinraptor has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Sinraptor moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Sinraptor can make one bite attack against it as a bonus action.

Actions

Multiattack. The Sinraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d10 + 4) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Concavenator can't bite another target

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d10 + 4) slashing damage.

CONCAVENATOR

Large beast, unaligned

Armor Class 12
Hit Points 16
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Keen Smell. The Concavenator has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Concavenator moves at least 30 feet straight toward a creature and then hits it with a talon attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Concavenator can make one bite attack against it as a bonus action.

Actions

Multiattack. The Concavenator makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Concavenator can't bite another target

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d8 + 3) slashing damage.





CARCHARODONTOSAURUS / MAPUSAURUS

Gigantic (5x5) (Huge) beast, unaligned

Armor Class 12

Hit Points 120

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 6

Keen Smell. The Carcharodontosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Carcharodontosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (4d10 + 6) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Carcharodontosaurus can't bite another target.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: (2d8 + 6) bludgeoning damage.

ACROCANTHOSAURUS

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 75

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 5

Keen Smell. The Acrocanthosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Acrocanthosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (4d10 + 5) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Acrocanthosaurus can't bite another target.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: (2d8 + 5) piercing damage.





Gabriel Ugueto

GIGANOTOSAURUS

Gigantic (5x5) (Huge) beast, unaligned

Armor Class 12

Hit Points 120

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	19 (+4)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 7

Keen Smell. The Giganotosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Giganotosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (4d10 + 7) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Giganotosaurus can't bite another target.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (2d8 + 7) bludgeoning damage.

THE KING'S RIVAL

Giganotosaurus (and perhaps Spinosaurus) was one of the few theropods which reached a size comparable to the T-Rex. It lived in South America, hunting the colossal sauropods which inhabited those regions.

DEVELOPED FORELIMBS

Amongst the big carnivorous dinosaurs two groups developed their arms, Megaraptorans and relatives in particular most likely relied more on their claws than on their bite to hunt down, hold and kill their prey. They are a relatively less known group, but there are possibilities that some could reach and surpass 30 feet of length.

AEROSTEON /
MAIP /
MEGARAPTOR

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12
Hit Points 60
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 4

Keen Smell.

The Aerosteon has advantage on Wisdom (Perception) checks that rely on smell.

Strong Arms.

The Aeroston has advantage in athletics checks to make or keep a grapple.

Actions

Multiattack.

The Aerosteon makes two attacks: one with its bite and one with its claws.

Bite.

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12(2d8 + 4) piercing damage.

Claws.

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16(3d8 + 4) slashing damage.

AUSTRALOVENATOR

Huge beast, unaligned

Armor Class 12
Hit Points 32
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell.

The Australovenator has advantage on Wisdom (Perception) checks that rely on smell.

Strong Arms.

The Australovenator has advantage in athletics checks to make or keep a grapple.

Actions

Multiattack.

The Australovenator makes two attacks: one with its bite and one with its claws.

Bite.

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9(2d6 + 3) piercing damage.

Claws.

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13(2d10 + 3) slashing damage.

A detailed illustration of an Australovenator dinosaur, a bipedal theropod, shown in profile running towards the left. The dinosaur has dark, scaly skin with lighter-colored bands on its long tail. Its forelimbs are notably large and powerful, with long, curved claws. A small human silhouette is visible on the far left for scale. The background is a simple gradient of blue and green, suggesting a natural habitat. A faint watermark 'Gabriel Ugazio' is visible in the lower right area of the illustration.

FUKUIRAPTOR

Large beast, unaligned

Armor Class 12

Hit Points 19

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Keen Smell. The Fukuiraptor has advantage on Wisdom (Perception) checks that rely on smell.

Strong Arms. The Fukuiraptor has advantage in athletics checks to make or keep a grapple.

Actions

Multiattack. The Fukuiraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6(1d8 + 2) slashing damage.

GIANT MEGARAPTOR* (MAIP?)

Gigantic (5x5) (Huge) beast, unaligned

Armor Class 12

Hit Points 91

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 5

Keen Smell. The giant megaraptor has advantage on Wisdom (Perception) checks that rely on smell.

Strong Arms. The giant megaraptor has advantage in athletics checks to make or keep a grapple.

Actions

Multiattack. The giant megaraptor makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13(2d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20(3d10 + 5) slashing damage.



PISCIVOROUS PREDATORS

Spinosaurids (and similar dinosaurs) specialized in hunting fishes and therefore their bite force was not comparable with other dinosaurs of their size even in the case of the spinosaurus, probably the biggest carnivorous dinosaur that ever lived. They compensated with powerful claws in the forelimbs and many adaptations to their environment.

ICHTYOVENATOR

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 30

Speed 35ft., swim 35ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Ichtyovenator makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Ichtyovenator can't bite another target.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) slashing damage.



BARYONYX

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 70

Speed 40ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

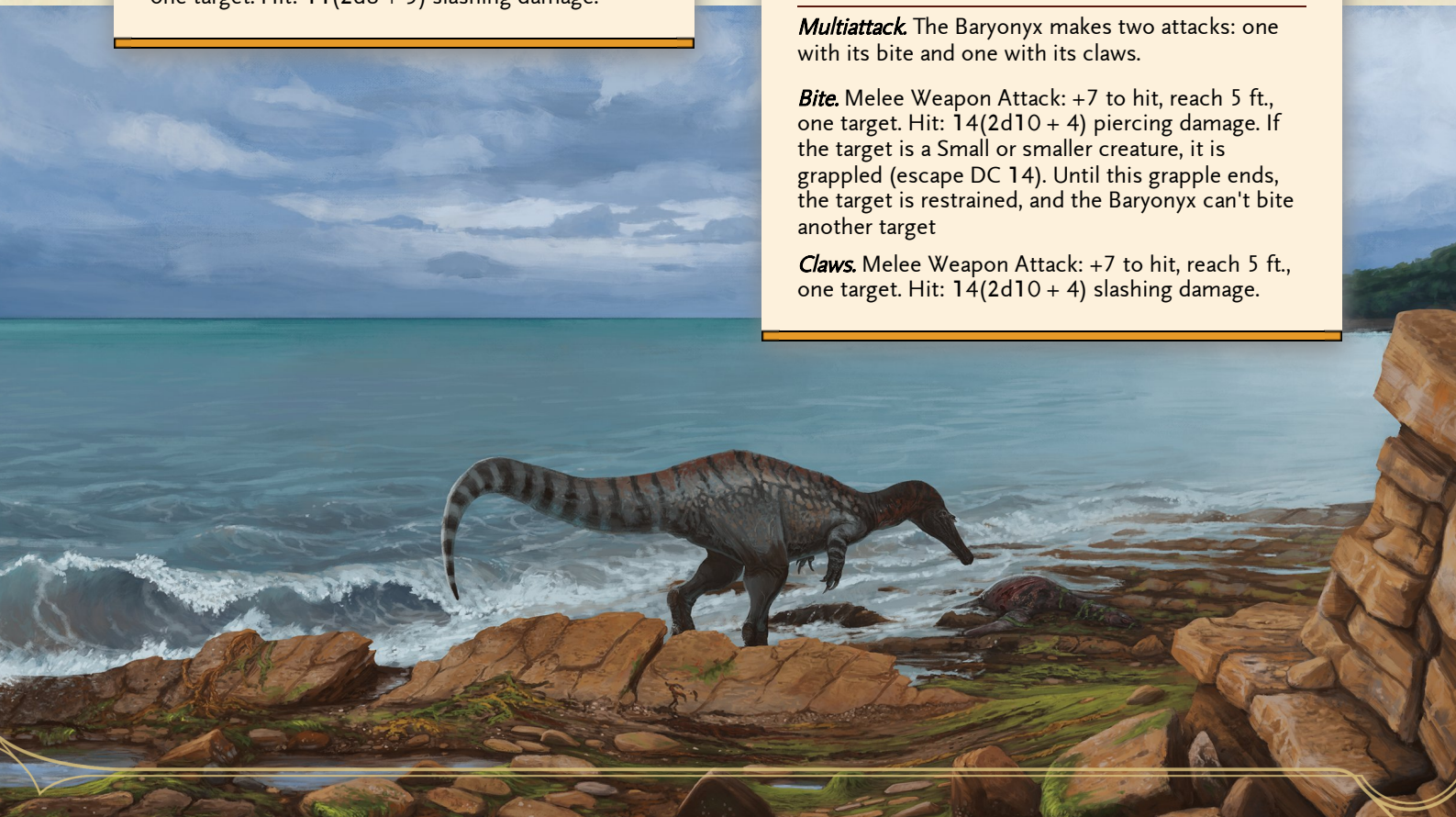
Senses passive Perception 14, Darkvision 30 feet.
Challenge 3

Actions

Multiattack. The Baryonyx makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) piercing damage. If the target is a Small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Baryonyx can't bite another target.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) slashing damage.





SPECIAL FOR DINOD

SUCHOMIMUS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 85

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 4

Actions

Multiattack. The Suchomimus makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) piercing damage. If the target is a Small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Suchomimus can't bite another target.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) slashing damage.

OXALAIA

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 92

Speed 20ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 5

Hold Breath. The Oxalaia can hold its breath for up to fifteen minutes.

Speed Burst. While swimming the Oxalaia can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15(2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11(2d6 + 4) bludgeoning damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15(2d10 + 4) slashing damage.



SPINOSAURUS

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 136

Speed 20ft., swim 35ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 7

Hold Breath. The Spinosaurus can hold its breath for up to fifteen minutes.

Speed Burst. While swimming the Spinosaurus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18(2d12 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14(2d8 + 5) bludgeoning damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18(2d12 + 5) slashing damage.

IRRITATOR

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 28

Speed 40ft., swim 25ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

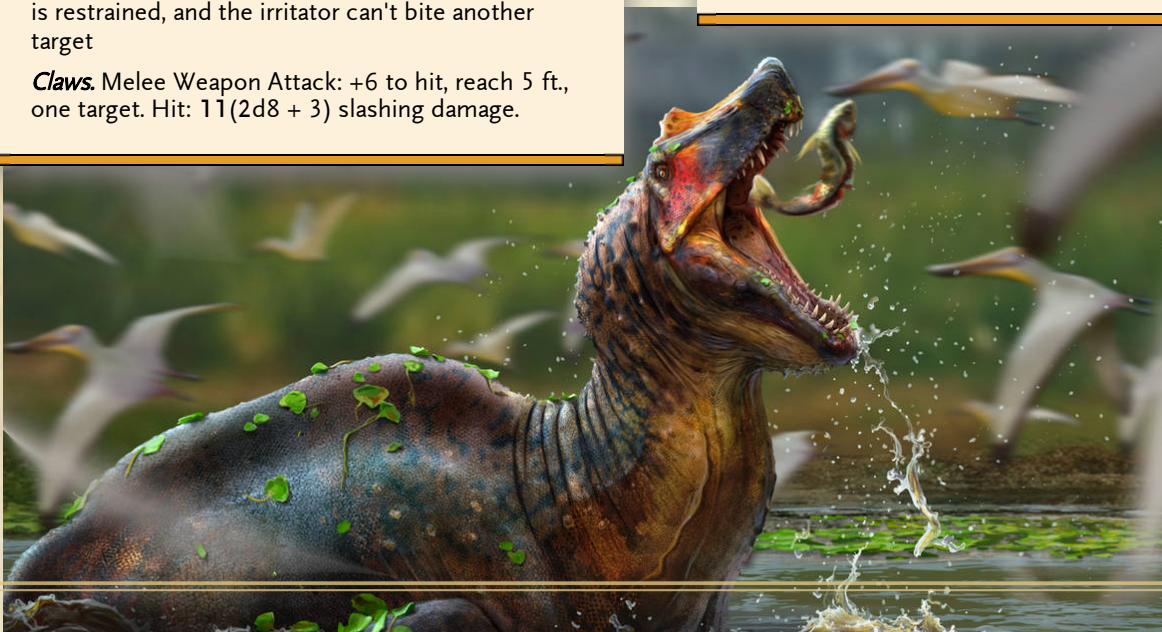
Challenge 1

Actions

Multiattack. The Irritator makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the irritator can't bite another target

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) slashing damage.



STRANGE SHAPES & OTHERS

There are many dinosaurs species and genres, here there are more carnivorus dinosaurs of different sizes and shapes.

CERATOSAURUS

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 30
Speed 40ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Keen Smell. The Ceratosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Ceratosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Ceratosaurus can't bite another target

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9(2d6 + 3) bludgeoning damage.

DILOPHOSAURUS

Large beast, unaligned

Armor Class 11
Hit Points 19
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Keen Smell. The Dilophosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Dilophosaurus can't bite another target



GIANT ABELISAURID

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 74

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 4

Keen Smell. The Giant Abelisaurid has advantage on Wisdom (Perception) checks that rely on smell.

Blood Frenzy. The Giant Abelisaurid has advantage in melee weapon attacks against creatures that do not have full HP.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d12 + 5) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the giant abelisaurid can't bite another target.

LILIENSTERNUS / HERRERASAURUS

Large beast, unaligned

Armor Class 11

Hit Points 21

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Keen Smell. The Liliensternus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Liliensternus makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) slashing damage.

DELTADROMEUS / BAHARIASAURUS

Gigantic (5x5) (Huge) beast, unaligned

Armor Class 13

Hit Points 85

Speed 65 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	16 (+3)	18 (+4)	3 (-4)	12 (+1)	10 (0)
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Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 4

Keen Smell. The Deltadromeus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Deltadromeus makes two attacks choosing from the list below.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15(2d10 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Deltadromeus can't bite another target.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13(2d8 + 4) piercing damage. On a hit the Deltadromeus can attempt to grapple the target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13(2d8 + 4) bludgeoning damage.

GUANLONG

Medium beast, unaligned

Armor Class 11
Hit Points 16
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Keen Smell. The Guanlong has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Guanlong makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 2) slashing damage.

COELOPHYSIS

Medium beast, unaligned

Armor Class 11
Hit Points 6
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	4 (-3)	10 (0)	8 (-1)

Skills Perception +3
Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Keen Smell. The Coelophysis has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

ORNITHOLESTES

Small beast, unaligned

Armor Class 11
Hit Points 3
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	6 (-2)	4 (-3)	10 (0)	8 (-1)

Skills Perception +2
Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Keen Smell. The Ornitholestes has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 1) piercing damage.

CARNOTAURUS

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 30
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Keen Smell. The Carnotaurus has advantage on Wisdom (Perception) checks that rely on smell.

Blood Frenzy. The Carnotaurus has advantage in melee weapon attacks against creatures that do not have full HP.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Carnotaurus can't bite another target.

COMPSOGNATHUS

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 2

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	6 (-2)	4 (-3)	10 (0)	8 (-1)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Keen Smell. The Compsognathus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

SINOSAUROPTERYX

Little (Tiny) beast, unaligned

Armor Class 12

Hit Points 1

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	6 (-2)	4 (-3)	10 (0)	8 (-1)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Keen Smell. The Sinosauropteryx has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

TORVOSAURUS

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 68

Speed 60ft.



SALTRIOVENATOR

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 42

Speed 40ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 3

Keen Smell. The Saltriovenator has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The Saltriovenator makes two attacks choosing from the options below. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12(2d8 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14).

Tail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10(2d6 + 4) bludgeoning damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10(2d6 + 4) slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Saltriovenator can't use its claws on another target.

NEOVENATOR

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 58

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 4

Keen Smell. The Neovenator has advantage on Wisdom (Perception) checks that rely on smell.

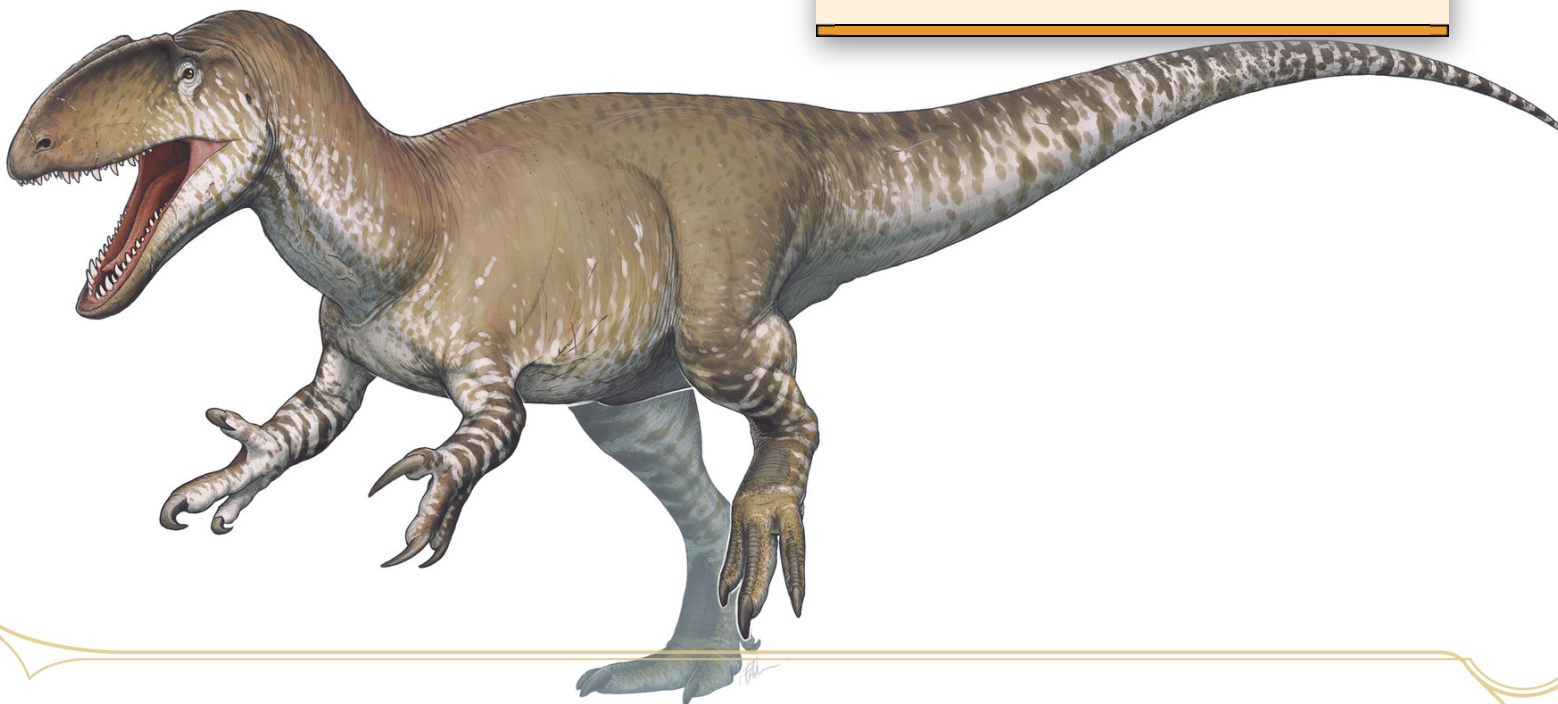
Pounce. If the Neovenator moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Allosaurus can make one bite attack against it as a bonus action.

Actions

Multiattack. The Neovenator makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d10 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Neovenator can't bite another target.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d8 + 4) slashing damage. If the target is a huge or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Neovenator can't use its claws against another target or the grapple ends.



ARMORED TANKS

To defend themselves from predators stegosaurids and ankylosaurids developed body armor and tail weapons. An easy way to distinguish these groups are:

- weak body armor = stegosaurids
- strong body armor, but no tail weapons = nodosaurids
- strong body armor and tail weapons = ankylosaurids

STEGOSAURUS / DACENTRURUS

Enormous (Huge) beast, unaligned

Armor Class 12
Hit Points 85
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14
Challenge 3

Actions

Thagomizer. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 17 (2d12 + 4) piercing damage + 7 (2d6) bludgeoning damage.

WUERHOSAURUS / TUOJIANGOSAURUS / HESPEROSAURUS

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 48
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4
Senses passive Perception 14
Challenge 2

Actions

Thagomizer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) piercing damage + 5 (2d4) bludgeoning damage.



CHIALINGOSAURUS

Medium beast, unaligned

Armor Class 12
Hit Points 16
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	6 (-2) (0)

Skills Perception +3
Senses passive Perception 13
Challenge 1/2

Actions

Thagomizer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing + 3 (1d6) bludgeoning damage.



KENTROSAURUS / MIRAGAIA

Large beast, unaligned

Armor Class 12
Hit Points 28
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Challenge 1

Actions

Thagomizer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing + 2 (1d4) bludgeoning damage.

POLACANTHUS

Medium beast, unaligned

Armor Class 13
Hit Points 20
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Challenge 1/4

Defensive stance. The Polacanthus can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

NODOSAURUS / SAUROPELTA

Large beast, unaligned

Armor Class 13
Hit Points 32
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Challenge 1/2

Defensive stance. The Nodosaurus can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d10 + 3 bludgeoning damage.

MINMI

Small beast, unaligned

Armor Class 12
Hit Points 6
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Challenge 1/8

Defensive stance. The Minmi can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage.



SPICOMELLUS

Medium beast, unaligned

Armor Class 12

Hit Points 18

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1/4

Defensive stance. The Spicomellus can choose to not move on its turn, choosing to crouch onto the ground instead, increasing its AC by 1 until the beginning of its next turn.

Spiky Armor. If an unarmed strike hits spicomellus or misses it by 3 or less the attacker takes 1 piercing damage as the body of this dinosaur was covered in sharp spikes.

Actions

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d3 + 1) bludgeoning + 1 (1d3) piercing damage.



STEGOUIROS

Small beast, unaligned

Armor Class 12

Hit Points 5

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	8 (-1)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/8

Actions

Tail. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning + 1 slashing damage.

ANTARCTOPELTA

Large beast, unaligned

Armor Class 12

Hit Points 18

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1/2

Defensive stance. The Antarctopelta can choose to not move on its turn, choosing to crouch onto the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning + 2 (1d4) slashing damage.

PANOPLOSAURUS

Huge (Large) beast, unaligned

Armor Class 14

Hit Points 70

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 2

Defensive stance. The Panoplosaurus can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 1d12 + 4 bludgeoning damage.



EUOPLOCEPHALUS

Large beast, unaligned

Armor Class 13

Hit Points 30

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1

Defensive stance. The Euoplocephalus can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

No running. If frightened by a creature the Euoplocephalus won't move. Instead it will use the **Defensive stance** trait until the frightening effect ends.

Actions

Tail Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d12 + 3 bludgeoning damage.



SHANXIA*

Medium beast, unaligned

Armor Class 13

Hit Points 18

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/2

Defensive stance. The Shanxia can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

No running. If frightened by a creature the Shanxia won't move. Instead it will use the **Defensive stance** trait until the frightening effect ends.

Actions

Tail Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d10 + 2 bludgeoning damage.

TARCHIA/ SAICHANIA

Huge (Large) beast, unaligned

Armor Class 14

Hit Points 68

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 2

Defensive stance. The Tarchia can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

No running. If frightened by a creature the Tarchia won't move. Instead it will use the **Defensive stance** trait until the frightening effect ends.

Actions

Tail Club. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 3d10 + 4 bludgeoning damage.



ANKYLOSAURUS*

Enormous (Huge) beast, unaligned

Armor Class 14

Hit Points 94

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	3 (-4)	12 (+1)	10 (0)

Skills Perception +3

Senses passive Perception 13

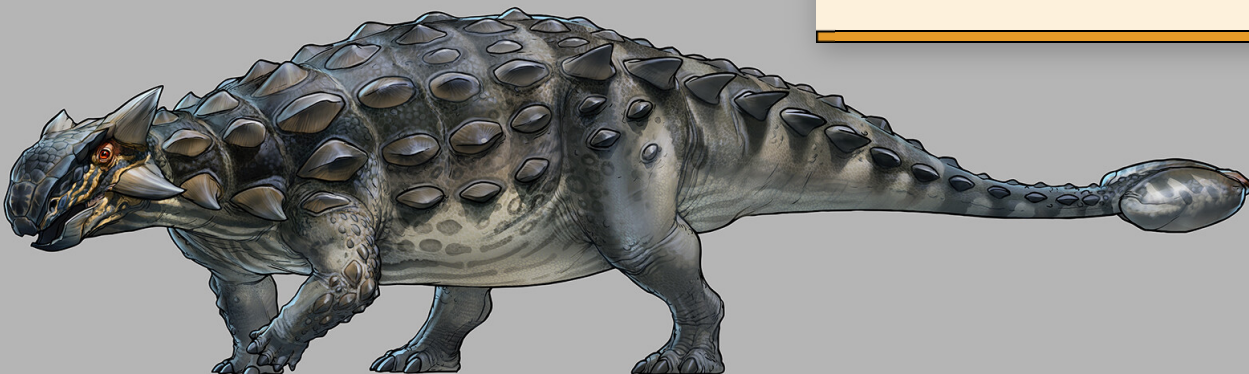
Challenge 3

Defensive stance. The Ankylosaurus can choose to not move on its turn, choosing to crouch to the ground instead, increasing its AC by 1 until the beginning of its next turn.

No running. If frightened by a creature the Ankylosaurus won't move. Instead it will use the **Defensive stance** trait until the frightening effect ends.

Actions

Tail Club. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 3d12 + 4 bludgeoning damage.



HORNED FACES

Ceratopsians are well known, with their usually horned face and striking frills. These dinosaurs were herbivores that usually moved in groups to defend themselves from predators.



TRICERATOPS / TOROSAURUS* / EOTRICERATOPS / TITANOCERATOPS

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 120
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4
Senses passive Perception 14
Challenge 6

Defensive stance. As a bonus action the triceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 4d10 + 6 piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 3d10 + 6 bludgeoning damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.



PENTACERATOPS

Enormous (Huge) beast, unaligned

Armor Class 12
Hit Points 80
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4
Senses passive Perception 14
Challenge 4

Defensive stance. As a bonus action the pentaceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the pentaceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d10 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pentaceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 4d8 + 5 piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3d8 + 5 bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.



SIEGE TRICERATOPS

Gigantic (Huge) beast, unaligned

Armor Class 17

Hit Points 210

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	23 (+6)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 9

Defensive stance. As a bonus action the triceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 2d6 bludgeoning damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 4d10 + 6 piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 3d10 + 6 bludgeoning damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.



DRAFT PENTACERATOPS F

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 86

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	21 (+5)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 4

Defensive stance. As a bonus action the pentaceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the pentaceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d10 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pentaceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 4d8 + 5 piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3d8 + 5 bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

PACHYRHINOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 90

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 4

Defensive stance. As a bonus action the pachyrhinosaurus can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the pachyrhinosaurus moves at least 20 ft. straight toward a creature and then hits it with an headbutt attack on the same turn, that target takes additional 1d10 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pachyrhinosaurus can make one stomp attack against it as a bonus action.

Actions

Headbutt. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 4d8 + 5 bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3d8 + 5 bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

COLD TOLERANT

Some pachyrhinosaurus are known to have lived in cool climate and were maybe covered in thick layers of "fur". If you like it you can give the pachyrhinosaurus the following benefit: the pachyrhinosaurus doesn't suffer repercussions or exhaustion because of mildly cold temperatures (not below 0°C / 32°F).



CENTROSAURUS / STYRACOSAURUS / OTHER MIDDLE SIZE CERATOPSIDS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 56

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 3

Defensive stance. As a bonus action the centrosaurus can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

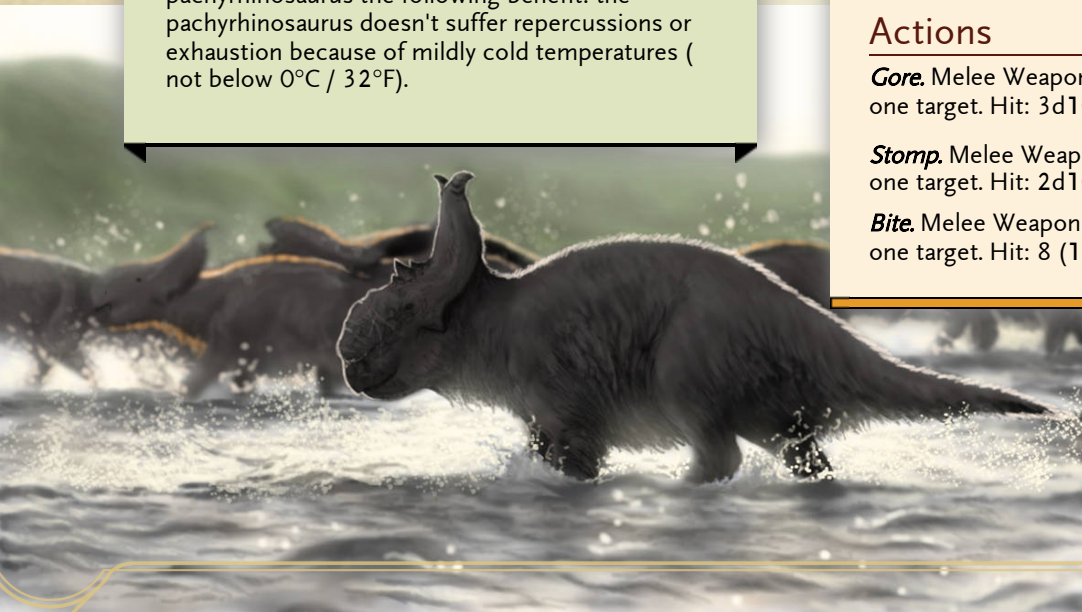
Trampling Charge. If the centrosaurus moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d8 bludgeoning damage and must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the centrosaurus can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 3d10 + 4 piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 4 bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.





NASUTOCERATOPS / EINIOSAURUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 34

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-3)	16 (+3)	3 (-4)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14

Challenge 2

Defensive stance. As a bonus action the nasutoceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the nasutoceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the nasutoceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 3) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

ZUNICERATOPS / YEHUECAUH CERATOPS

Medium beast, unaligned

Armor Class 11

Hit Points 13

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-3)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +3

Senses passive Perception 13

Challenge 1

Defensive stance. As a bonus action the zuniceratops can focus on a target within 30 feet from itself, gaining +1 to its AC against its attack rolls until the beginning of its next turn.

Trampling Charge. If the zuniceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target takes additional 1d4 bludgeoning damage and must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the zuniceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Stomp. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

UDANOCERATOPS*

Large beast, unaligned

Armor Class 11

Hit Points 14

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4

Senses passive Perception 14

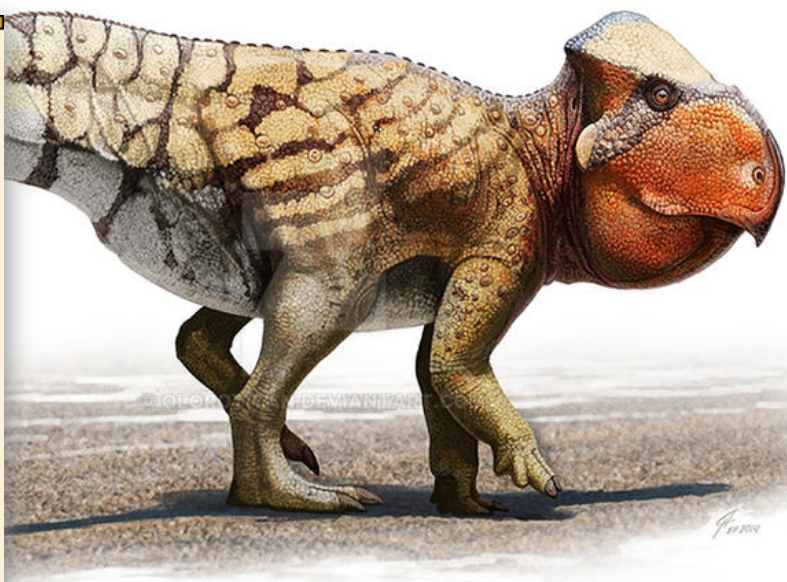
Challenge 1/4

Actions

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.



MONTANOCERATOPS

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	10 (0)	3 (-4)	10 (0)	8 (-1)

Skills Perception +4

Senses passive Perception 14

Challenge 1/8

Actions

Headbutt. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

PROTOCERATOPS / LEPTOCERATOPS

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (0)	8 (-1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1/8

Actions

Headbutt. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.



PSITTACOSAURUS

Small beast, unaligned

Armor Class 10

Hit Points 4

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (0)	8 (-1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 slashing damage.

MICROCERATUS

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (0)	4 (-3)	3 (-4)	10 (0)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Challenge 0

Actions

Headbutt. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

PACIFIC HERBIVORES

Some dinosaurs relied basically only on speed and eventually on size to escape from danger. Here we find hadrosaurids, iguanodontids and other, usually smaller herbivorous dinosaurs.

SHANTUNGOSAURUS

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 130

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Actions

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (3d8 + 5) bludgeoning damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (3d8 + 5) bludgeoning damage.

EDMONTOSAURUS / MAGNAPAULIA

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 110

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	19 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d10 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d10 + 4) bludgeoning damage.

SAUROLOPHUS / OLOROTITAN

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 100

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	19 (+4)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.



LAMBEOSAURUS / PARASAUROLOPHUS / CORYTHOSAURUS / TSINTAOSAURUS / HYPACROSAURUS / MAIASAURA

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 76

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	19 (+4)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d6 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage.

OURANOSAURUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 34

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	19 (+4)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: (1d10 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d10 + 3) bludgeoning damage.



Lambeosaurus magnicristatus
Late Cretaceous, Canada
Length: 9 m



Lambeosaurus lambei
Late Cretaceous, N. America
Length: 9.4 m



Magnapaulia laticauda
Late Cretaceous, N. America
Length: 12.5 m



Parasaurolaphus walkeri
Late Cretaceous, N. America
Length: 9.4 m



Chelonosaurus jianensis
Late Cretaceous, China
Length: 10 m



TELMATOSAURUS

Large beast, unaligned

Armor Class 11

Hit Points 22

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	19 (+4)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1/2

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2) bludgeoning damage.

GIANT IGUANODONTID

Gigantic (Huge) beast, unaligned

Armor Class 11

Hit Points 144

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 3

Actions

Multiattack. The Iguanodontid makes two attacks choosing from the list below.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d10 + 6) bludgeoning damage.

Spike. Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d10 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d10 + 6) bludgeoning damage.

MUTTABURRASAUROS / DAKOTADON

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 40

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	19 (+4)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 1

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: (2d6 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) bludgeoning damage.



IGUANODON / IGUANACOLOSSUS

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 110
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Iguanodon makes two attacks choosing from the list below.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (2d8 + 5) bludgeoning damage.

Spike. Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 5) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 5) bludgeoning damage.

LURDUSAURUS

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 68
Speed 40ft. swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	20 (+5)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Hold Breath. The lurdusaurus can hold its breath for up to 5 minutes.

Actions

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11(2d6 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d6 + 4) bludgeoning damage.

Spike. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d6 + 4) piercing damage.



Gabriel Ugueto

TRUE GIANTS

Sauropods were the biggest dinosaurs that ever lived. Of course there were smaller species, but some reached incredible sizes. To defend themselves they relied mostly on their sheer bulk, but some used their long tails to fend off predators brave enough to attack them. They are also famous for their long necks, useful to reach the plants to eat, but also to spot possible dangers.



VULGANODON

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 72
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Actions

Multiattack. The Iguanodon makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10(2d6 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) bludgeoning damage.

SHUNOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 115
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	4 (-3)	10 (+0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Iguanodon makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail club. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12(2d8 + 4) bludgeoning damage + 2(1d4) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) bludgeoning damage.

AMARGASAURUS / BAJADASAURUS

Enormous (Huge) beast, unaligned

Armor Class 12
Hit Points 115
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	4 (-3)	10 (0)	10 (0)

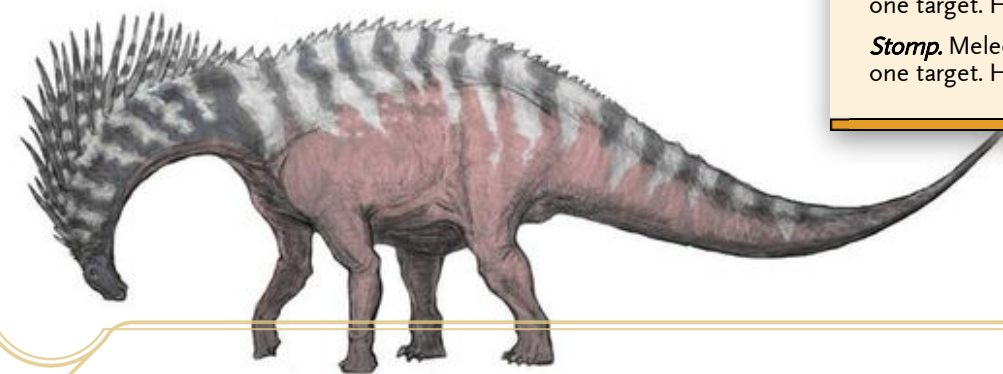
Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Amargasaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12(2d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) bludgeoning damage.



DICRAEOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 115
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Dicraeosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12(2d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) bludgeoning damage.

DIAMANTINASAURUS

Enormous (Huge) beast, unaligned

Armor Class 13
Hit Points 130
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (-3)	20 (+5)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

Actions

Multiattack. The Diamantinasaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13(2d8 + 5) bludgeoning damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17(2d12 + 5) bludgeoning damage.

SALTASAURUS

Enormous (Huge) beast, unaligned

Armor Class 13
Hit Points 115
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	4 (-3)	20 (+5)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 2

Actions

Multiattack. The Saltasaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12(2d8 + 4) bludgeoning damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14(2d10 + 4) bludgeoning damage.

CAMARASAURUS / JOBARIA

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 138
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	22 (+6)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 4

Actions

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18(2d12 + 6) bludgeoning damage.



APATOSAURUS / BAROSAURUS / BRONTOSAURUS

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 138

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	2 (-4)	22 (+6)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 6

Too Enormous. The Apatosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Apatosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18(3d8 + 6) bludgeoning damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18(2d12 + 6) bludgeoning damage.

BRACHIOSAURUS / GIRAFFATITAN

Gargantuan beast, unaligned

Armor Class 12

Hit Points 200

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	2 (-4)	24 (+7)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 6

Too Enormous. The Brachiosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 26(4d8 + 8) bludgeoning damage.

DIPLODOCUS

Gigantic (Huge) beast, unaligned

Armor Class 12

Hit Points 164

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	2 (-4)	22 (+6)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 6

Too Enormous. The Diplodocus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Diplodocus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. Hit: 19(4d8 + 7) bludgeoning damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19(2d12 + 7) bludgeoning damage.



SAUROPOSEIDON

Colossal (Gargantuan) beast, unaligned

Armor Class 12

Hit Points 260

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	2 (-4)	26 (+8)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 7

Too Enormous. The Sauroposeidon has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 33(4d12 + 9) bludgeoning damage.

SUPERSAURUS

Colossal (Gargantuan) beast, unaligned

Armor Class 12

Hit Points 220

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	2 (-4)	24 (+7)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 8

Too Enormous. The Supersaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Supersaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 23(3d10 + 8) bludgeoning damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20(3d8 + 8) bludgeoning damage.



ARGENTINOSAURUS

Colossal (Gargantuan) beast, unaligned

Armor Class 12

Hit Points 320

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	2 (-4)	28 (+9)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 8

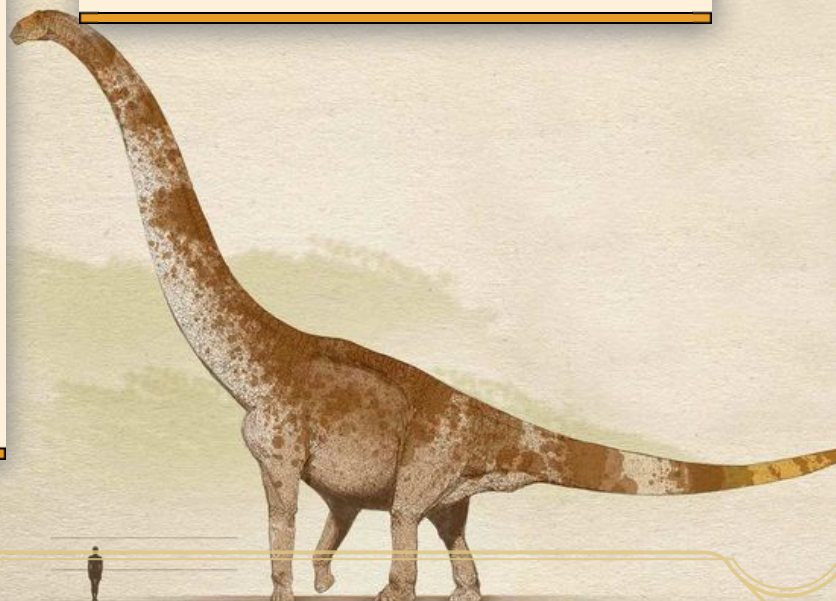
Too Enormous. The Argentinosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Argentinosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. Hit: 24(3d10 + 9) bludgeoning damage.

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 35(4d12 + 9) bludgeoning damage.



THE SIZE OF SAUROPODS

The size of sauropods is often debated because their fossils are fragmentary, especially the ones belonging to the biggest ones. The next sauropod are put here as probably the biggest ones of them all, but there is debate over this.

The DM may not allow Enormous or bigger sauropods to take dash, dodge, disengage or hide actions because of their size and bulk that probably didn't allow these creatures to perform these feats.

Additionally consider the ability of these creatures to see far away and over obstacles thanks to their long, tall necks.

Another thing to keep in mind is that these dinosaurs were pacific herbivores and probably wouldn't act aggressively against small treats, except maybe in the presence of younglings.

BAROSAURUS / MAARAPUNISAURUS *

Colossal (Gargantuan) beast, unaligned

Armor Class 12
Hit Points 310
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	2 (-4)	28 (+9)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.
Challenge 8

Too Enormous. The Barosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Barosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +12 to hit, reach 30 ft., one target. Hit: 25(3d10 + 10) bludgeoning damage.

Stomp. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22(3d8 + 10) bludgeoning damage.

MAGYAROSAURUS / IBIRANIA

Large beast, unaligned

Armor Class 12
Hit Points 22
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Actions

Multiattack. The Magyarosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7(1d10 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9(2d6 + 2) bludgeoning damage.

DRAFT IBIRANIA F

Large beast, unaligned

Armor Class 13
Hit Points 26
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	6 (-2)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Actions

Multiattack. The Ibirania makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8(1d10 + 3) bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10(2d6 + 3) bludgeoning damage.

ALAMOSAURUS

Colossal (Gargantuan) beast, unaligned

Armor Class 13

Hit Points 210

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	2 (-4)	28 (+9)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 7

Too Enormous. The Alamosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Actions

Multiattack. The Alamosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 21(3d8 + 8) bludgeoning damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 30(4d10 + 8) bludgeoning damage.

PLATEOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 76

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	19 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 3

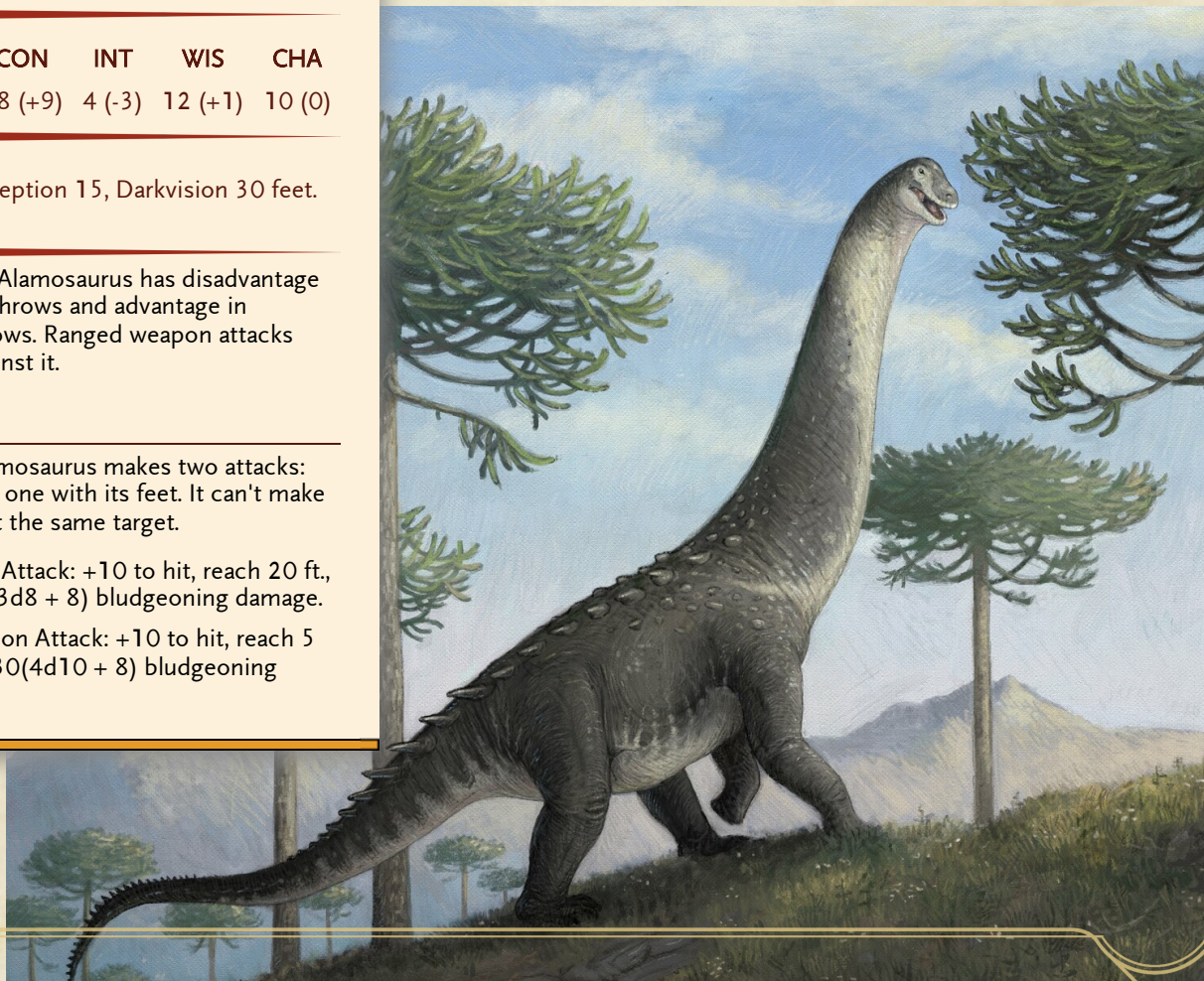
Actions

Multiattack. The plateosaurus makes two attacks choosing from the list below.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13(2d10 + 3) bludgeoning damage.

Claw. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d8 + 3) slashing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d8 + 3) bludgeoning damage.



ARGENTINOSAURUS

MOVING FORT F

Colossal (Gargantuan) beast, unaligned

Armor Class 15

Hit Points 370

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	2 (-4)	28 (+9)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 30 feet.

Challenge 10

Too Enormous. The Argentinosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Fort. The Argentinosaurus carries a wooden fort on its back. Up to 16 small creatures or 10 medium ones can ride in the fort without squeezing. To make a melee attack against a target within 5 feet of the argentinosaurus, they must use pikes. Creatures in the fort have three-quarters cover against attacks and effects from outside it or full cover if they are in the central part. One creature can ride near the head of the argentinosaur, having advantage in perception checks that rely on sight. If the Argentinosaurus dies, the fort collapses and creatures within are placed in unoccupied spaces within 5 feet of the argentinosaurus, taking 2d6 falling damage in the process. The creature riding on the head take 6d6 falling damage instead.

Actions

Multiattack. The Argentinosaurus makes two attacks: one with its tail and one with its feet. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. Hit: 25 (3d10 + 9) bludgeoning damage.

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

FAST RUNNERS

Ornithomimids were mostly fast runners and this was their best self defense tool. They weren't very large, except for some exceptions, and may have lived like zebras, deers or ostriches do nowadays. Some were slower, adapted to hiding or even fighting for self defense.



GALLIMIMUS

Huge (Large) beast, unaligned

Armor Class 12
Hit Points 27
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	12 (1)	6 (-3)

Skills Perception +4
Senses passive Perception 14
Challenge 1/2

Runner. The gallimimus can use the dash action as a bonus action.

Actions

Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7(1d8 + 3) bludgeoning damage.

DEINOCHEIRUS

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 84
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 3

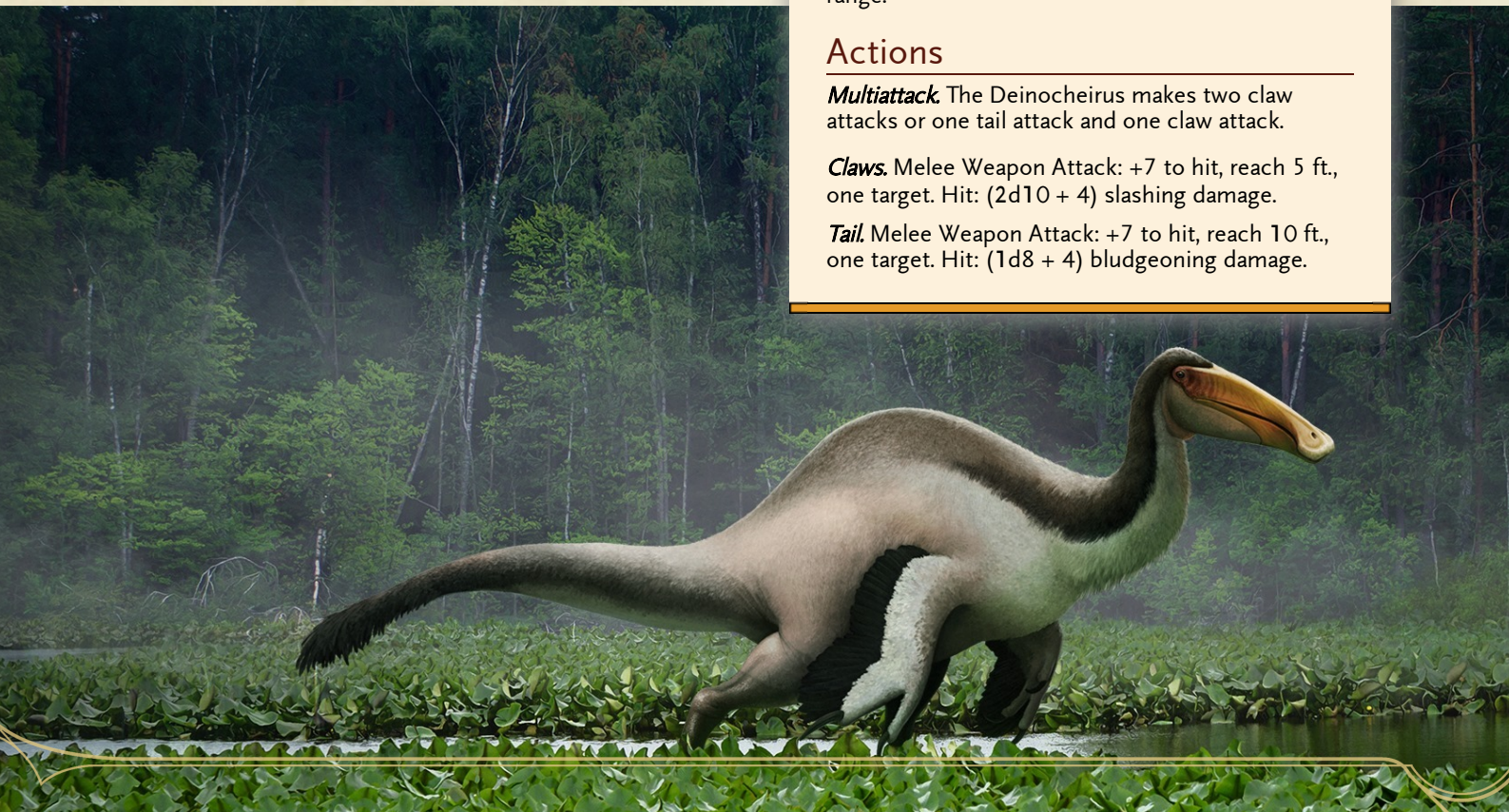
Aggressive Defense. The Deinocheirus can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Deinocheirus makes two claw attacks or one tail attack and one claw attack.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d10 + 4) slashing damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (1d8 + 4) bludgeoning damage.



ALVAREZSAURUS

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	6 (-2)	4 (-3)	10 (0)	8 (-1)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PELECANIMIMUS

Small beast, unaligned

Armor Class 12

Hit Points 2

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	3 (-4)	12 (1)	6 (-3)

Skills Perception +4

Senses passive Perception 14

Challenge 1/8

Actions

Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

ORNITHOMIMUS / STRUTHIOMIMUS

Large beast, unaligned

Armor Class 12

Hit Points 15

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	3 (-4)	12 (1)	6 (-3)

Skills Perception +4

Senses passive Perception 14

Challenge 1/4

Runner. The ornithomimus can use the dash action as a bonus action.

Actions

Kick. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6(1d6 + 3) bludgeoning damage.

OTHERS

There are other groups of dinosaurs that deserve some attention, so here there are some more examples of these incredible beasts.

FALCARIUS

Large beast, unaligned

Armor Class 11

Hit Points 20

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Aggressive Defense. The Falcarius can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Falcarius makes two claw attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 2) slashing damage.

THERIZINOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 80

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 3

Aggressive Defense. The Therizinosaurus can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The Therizinosaurus makes two claw attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d12 + 3) slashing damage.



PACHYCEPHALOSAURUS*

Large beast, unaligned

Armor Class 11

Hit Points 21

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 2

Trampling Charge. If the pachycephalosaur moves at least 20 ft. straight toward a creature and then hits it with an headbutt attack on the same turn, that target takes additional 4 (1d8) bludgeoning damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) bludgeoning damage.

STEGOCERAS/ PRENOCEPHALE

Medium beast, unaligned

Armor Class 11

Hit Points 8

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14

Challenge 1/2

Trampling Charge. If the stegocerass moves at least 20 ft. straight toward a creature and then hits it with an headbutt attack on the same turn, that target takes additional 1d6 bludgeoning damage and must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) bludgeoning damage.

TENONTOSAURUS

Large beast, unaligned

Armor Class 11

Hit Points 25

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-3)	14 (+2)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15

Challenge 2

Actions

Tail. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 1d12 + 3 bludgeoning damage.

Stomp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 bludgeoning damage.

DRYOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 25

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-3)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Challenge 1/8

Runner. The dryosaurus can use the dash action as a bonus action.

Actions

Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

HYPSILOPHODON

Small beast, unaligned

Armor Class 12

Hit Points 25

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	6 (-2)	3 (-4)	10 (0)	4 (-4)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Challenge 1/8

Runner. The hypsilophodon can use the dash action as a bonus action.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

LEAELLYNASAURA

Small beast, unaligned

Armor Class 12

Hit Points 5

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (0)	4 (-3)	12 (+1)	6 (-3)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 0

Cold Tolerant. The Leaellynasaura doesn't suffer repercussions because of moderately cold temperatures.

Actions

Kick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d4) bludgeoning damage.



2.5.12



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SCUTELLOSOSAURUS

Little (Tiny) beast, unaligned

Armor Class 12
Hit Points 4
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	4 (-3)	10 (0)	4 (-3)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

JAKAPIL

Small beast, unaligned

Armor Class 12
Hit Points 7
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	4 (-3)	10 (0)	4 (-3)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage.

Tail. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning + 1 piercing or slashing damage.

SCELIDOSAURUS / EMAUSAURUS

Large beast, unaligned

Armor Class 12
Hit Points 24
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	4 (-3)	10 (0)	8 (-1)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/4

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage.

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 1 bludgeoning damage.



OVIRAPTOR

Small beast, unaligned

Armor Class 12
Hit Points 2
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	4 (-3)	3 (-4)	12 (1)	6 (-3)

Skills Perception +4
Senses passive Perception 14
Challenge 1/8

Actions

Peck. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

CITIPATI

Medium beast, unaligned

Armor Class 12
Hit Points 7
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	6 (-2)	3 (-4)	12 (1)	6 (-3)

Skills Perception +4
Senses passive Perception 14
Challenge 1/8

Actions

Peck. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 piercing damage.



GIGANTORAPTOR

Enormous (Huge) beast, unaligned

Armor Class 11
Hit Points 60
Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4
Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Aggressive Defense. The gigantoraptor can make a claw attack using its reaction if a creature enters its range.

Actions

Multiattack. The gigantoraptor makes two claw attacks or one kick attack and one claw attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12(2d8 + 3) slashing damage.

Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10(2d6 + 3) bludgeoning damage.





Yi-Qi

Tiny beast, unaligned

Armor Class 11

Hit Points 1

Speed 20ft. fly 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	4 (-3)	4 (-3)	12 (1)	6 (-2)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 0

Weak Wings. The Yi-Qi falls by 5 feet for every 20 feet of flight it makes, not taking damage if it touches the ground because of this.

Actions

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Avimimus

Small beast, unaligned

Armor Class 11

Hit Points 3

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	6 (-2)	4 (-3)	10 (0)	6 (-2)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 0

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 piercing damage.

HOW MANY TIMES DID FLIGHT EVOLVE?

We know for sure that flight evolved at least four times: insects, pterosaurs, birds and bats. It is possible that flight evolved at least other two times, in non bird dinosaurs like Yi Qi and Microraptor. Who knows who else will achieve it in the future?



PTEROSAURS

Pterosaurs were the first group of vertebrates to take to the air. They were not dinosaurs, although closely related to them and came in all the shapes and dimensions, from tiny creatures to huge, terrifying beasts that soared the skies of prehistoric earth.

AWKWARD ON THE GROUND

Pterosaurs on the ground were relatively clumsy: if a pterosaur is walking and not flying its AC becomes 10 if it is medium size or bigger, or 11 if it is small size or smaller.



TUPANDACTYLUS

Medium beast, unaligned

Armor Class 12
Hit Points 12
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15
Challenge 1/4

- Developed Eyes.** The Tupandactylus has advantage in perception checks made using its eyes.
- Strong Arms.** The Tupandactylus' jump height and distance are doubled.
- Flyby.** If flying the Tupandactylus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d6 + 3 piercing damage.

TAPEJARA/
NYCTOSAURUS

Small beast, unaligned

Armor Class 12
Hit Points 6
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	6 (-2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14
Challenge 1/8

- Developed Eyes.** The Tapejara has advantage in perception checks made using its eyes.
- Strong Arms.** The Tapejara' jump height and distance are doubled.
- Flyby.** If flying the Tapejara doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 piercing damage.



PTERODACTYLUS / DIMORPHODON

Little (Tiny) beast, unaligned

Armor Class 12
Hit Points 3
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	6 (-2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14
Challenge 0

Developed Eyes. The Pterodactylus has advantage in perception checks made using its eyes.

Flyby. If flying the Pterodactylus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 piercing damage.

SORDES / ANUROGNATHUS / EUDIMORPHODON

Tiny beast, unaligned

Armor Class 12
Hit Points 1
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	3 (-4)	3 (-4)	10 (0)	4 (-3)

Senses passive Perception 12
Challenge 0

Developed Eyes. The Sordes has advantage in perception checks made using its eyes.

Flyby. If flying the Sordes doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 piercing damage.

RHAMPHORHYNCHUS

Small beast, unaligned

Armor Class 13
Hit Points 4
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	6 (-2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14
Challenge 1/8

Developed Eyes. The Rhamphorhynchus has advantage in perception checks made using its eyes.

Flyby. If flying the Rhamphorhynchus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 piercing damage.





ORNITHOCHEIRUS / ANHANGUERA / CAULKICEPHALUS

Medium beast, unaligned

Armor Class 12
Hit Points 18
Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 14
Challenge 1/2

Developed Eyes. The Ornithocheirus has advantage in perception checks made using its eyes.

Strong Arms. The Ornithocheirus' jump height and distance are doubled.

Flyby. If flying the Ornithocheirus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d12 + 2 piercing damage.

DSUNGARIPTERUS

Small beast, unaligned

Armor Class 12
Hit Points 6
Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14
Challenge 1/4

Developed Eyes. The Dsungaripterus has advantage in perception checks made using its eyes.

Strong Arms. The Dsungaripterus' jump height and distance are doubled.

Flyby. If flying the Dsungaripterus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.



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MISTRALAZHDARCHO*

Large beast, unaligned

Armor Class 11

Hit Points 24

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 14

Challenge 1

Developed Eyes. The Mistralazhdarcho has advantage in perception checks made using its eyes.

Strong Arms. The Mistralazhdarcho's jump height and distance are doubled. Additionally the Mistralazhdarcho remains large size when flying.

Flyby. If flying the Mistralazhdarcho doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 2d8 + 2 piercing damage.

PTERANODON / GEOSTENBERGIA

Medium beast, unaligned

Armor Class 12

Hit Points 18

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15

Challenge 1/2

Developed Eyes. The Pteranodon has advantage in perception checks made using its eyes.

Strong Arms. The Pteranodon's jump height and distance are doubled.

Flyby. If flying the Pteranodon doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d12 + 2 piercing damage.

KLOBIODON

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14

Challenge 1/4

Developed Eyes. The Klobiodon has advantage in perception checks made using its eyes.

Flyby. If flying the Klobiodon doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 2 piercing damage.



TROPEOGNATHUS

Medium beast, unaligned

Armor Class 12

Hit Points 24

Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15

Challenge 1

Developed Eyes. The Tropeognathus has advantage in perception checks made using its eyes.

Strong Arms. The Tropeognathus' jump height and distance are doubled.

Enormous Wings. When flying the tropeognathus occupies the space of a huge creature.

Flyby. If flying the Tropeognathus doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 2d8 + 2 piercing damage.

DEARC

Small beast, unaligned

Armor Class 12

Hit Points 5

Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	6 (-2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14

Challenge 1/4

Developed Eyes. The Dearc has advantage in perception checks made using its eyes.

Flyby. If flying the Dearc doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4+2) piercing damage.

QUETZALCOATLUS / ARAMBOURGIANA

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 32

Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15
Challenge 2

Developed Eyes. The Quetzalcoatlus has advantage in perception checks made using its eyes.

Strong Arms. The Quetzalcoatlus' jump height and distance are doubled.

Flyby. If flying the Quetzalcoatlus doesn't provoke opportunity attack from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 2d10 + 3 piercing damage.



HATZEGOPTERYX / CRYODRAKON

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 38

Speed 30ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15
Challenge 2

Developed Eyes. The Hatzegopteryx has advantage in perception checks made using its eyes.

Strong Arms. The Hatzegopteryx' jump height and distance are doubled.

Flyby. If flying the Hatzegopteryx doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 3d8 + 4 piercing damage.



HUNTING DEARC F

Small beast, unaligned

Armor Class 12

Hit Points 6

Speed 20ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	8 (-1)	6 (-2)	12 (+1)	10 (0)

Skills Perception +5, Stealth +4

Senses passive Perception 15

Challenge 1/2

Developed Eyes. The Dearc has advantage in perception checks made using its eyes.

Flyby. If flying the Dearc doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4+2) piercing damage.

RIDING HATZEGOPTERYX F

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 44

Speed 30ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+3)	5 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15

Challenge 3

Developed Eyes. The Hatzegopteryx has advantage in perception checks made using its eyes.

Strong Arms. The Hatzegopteryx' jump height and distance are doubled, but not when carrying someone.

Flyby. If flying the Hatzegopteryx doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Peck. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 3d8 + 4 piercing damage.



PLESIOSAURIDS AND PLIOSAURIDS

Closely related to each other these two groups of marine reptiles are generally easy to distinguish because, even if there are exceptions, plesiosaurs have a long neck and a small head and pliosaurs have a short neck and a massive head. Both the groups used their four fins to propel themselves in the water.

ELASMOSAURUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 50

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Hold Breath. The Elasmosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 15ft., one target. *Hit* 1d12 + 2 piercing damage.

HYDROTHEROSAURUS

Large beast, unaligned

Armor Class 11

Hit Points 34

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/2

Hold Breath. The Hydrotherosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 1d8 + 2 piercing damage.

PLESIOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 22

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/4

Hold Breath. The Plesiosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. *Hit* 1d6 + 1 piercing damage.

THALASSOMEDON*

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 64

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Hold Breath. The Thalassomedon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit* 2d6 + 3 piercing damage.



ARISTONECTES*

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 76

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

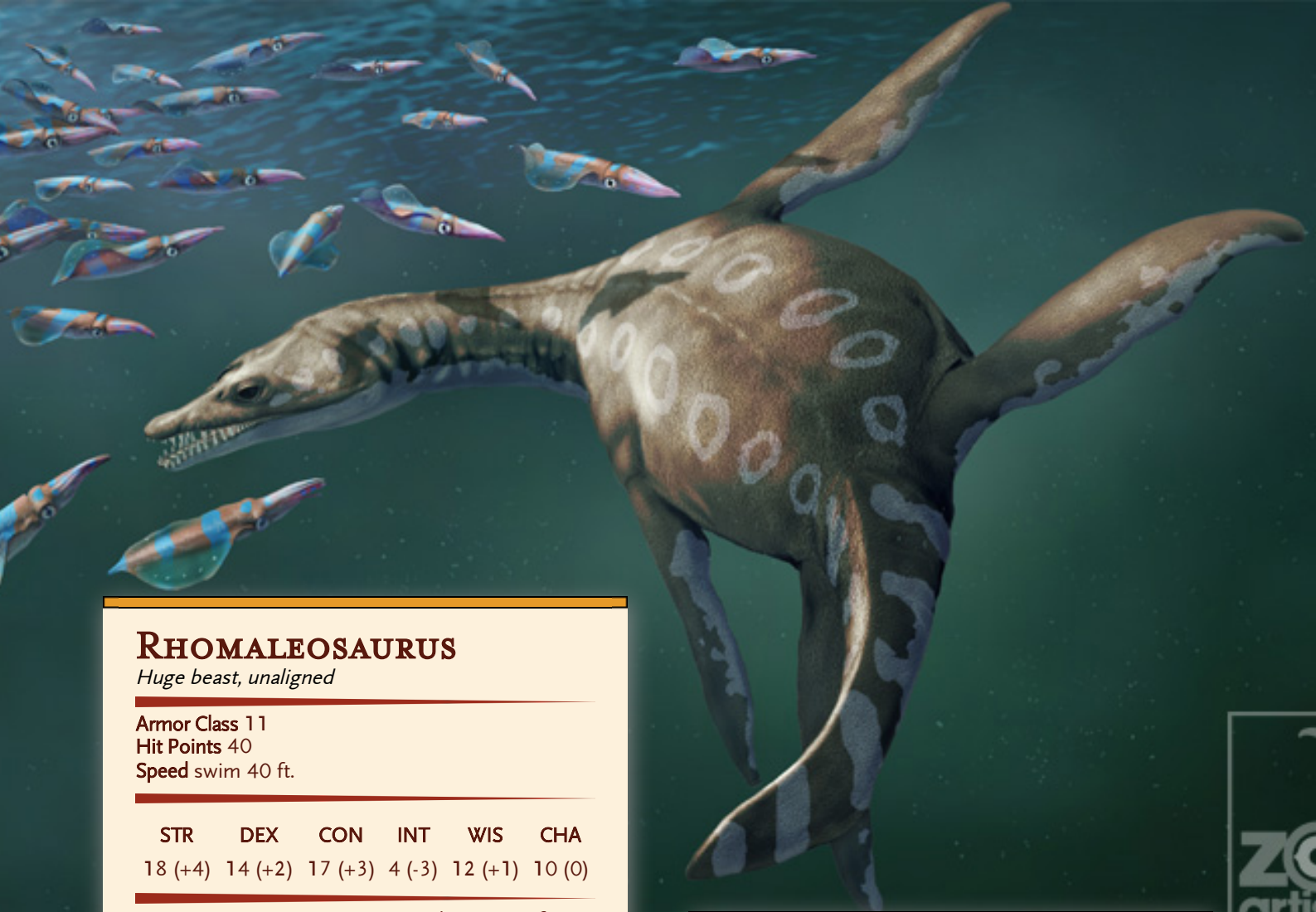
Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Hold Breath. The Aristonectes can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 2d8 + 4 piercing damage.





RHOMALEOSAURUS

Huge beast, unaligned

Armor Class 11

Hit Points 40

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 2

Hold Breath. The Rhomaleosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 13 (2d8 + 4) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and Rhomaleosaurus can't bite another target

MEYERASAURUS

Large beast, unaligned

Armor Class 12

Hit Points 18

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 2

Hold Breath. The Meyerasaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 7 (1d10 + 2) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and Meyerasaurus can't bite another target

MAURICIOSAURUS

Large beast, unaligned

Armor Class 12

Hit Points 24

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/2

Hold Breath. The Mauriciosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 6 (1d8 + 2) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and Mauriciosaurus can't bite another target

DOLICHORHYNCHOPS

Large beast, unaligned

Armor Class 12

Hit Points 13

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/4

Hold Breath. The Dolichorhynchops can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 4 (1d6 + 1) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and Dolichorhynchops can't bite another target



BRACHAUCHENIUS

Large (Huge?) beast, unaligned

Armor Class 11

Hit Points 29

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Hold Breath. The Brachauchenius can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 2d12 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and Brachauchenius can't bite another target

PLIOSAURUS*

Gigantic (Huge) beast, unaligned

Armor Class 11

Hit Points 120

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 7

Hold Breath. The Pliosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 4d12 + 7 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Pliosaurus can't bite another target

KRONOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 11

Hit Points 90

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 6

Hold Breath. The Kronosaur can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 4d10 + 6 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Kronosaur can't bite another target



LIOPLEURODON

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 40

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 4

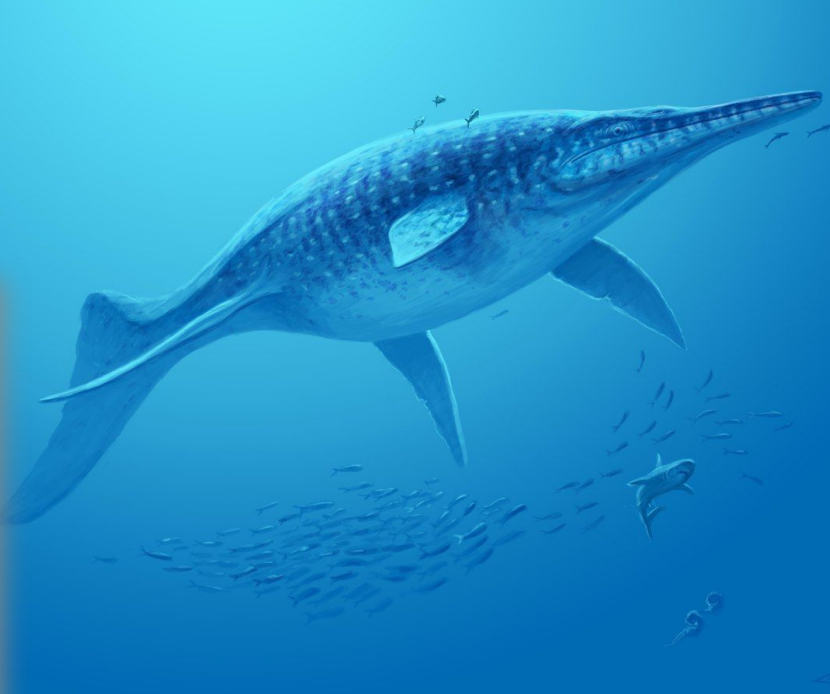
Hold Breath. The Liopleurodon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 3d12 + 5 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Liopleurodon can't bite another target

ICHTHYOSAURIDS

These reptiles evolved a body conformation quite similar to the one of fishes and dolphins and were exclusively marine dwellers. They were fast and agile predators of prehistoric seas, with some gigantic exceptions.



GIANT SHONISAURUS

Gargantuan beast, unaligned

Armor Class 12
Hit Points 142
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 4

Hold Breath. The Shonisaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 2d12 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Shonisaurus can't bite another target.

SHONISAURUS

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 123
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 3

Hold Breath. The Shonisaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 2d10 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Shonisaurus can't bite another target

TEMNODONTOSAURUS

Enormous (Huge) beast, unaligned

Armor Class 12
Hit Points 62
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	12 (+1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 2

Hold Breath. The Temnodontosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 2d8 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Temnodontosaurus can't bite another target

PLATYPTERYGIUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 38

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Hold Breath. The Platypterygius can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d12 + 3 piercing damage.

ICHTHYOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 26

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	8 (-1)

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/4

Hold Breath. The Ichthyosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d6 + 1 piercing damage.

OPHTHALMOSAURUS

Large beast, unaligned

Armor Class 12

Hit Points 31

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	10 (0)

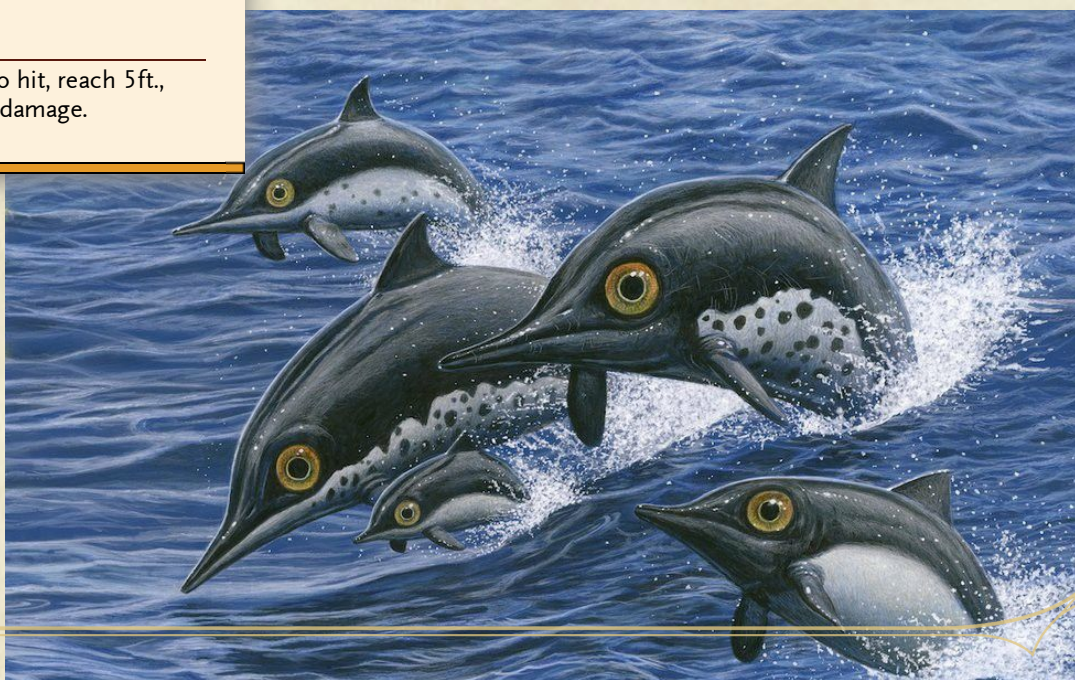
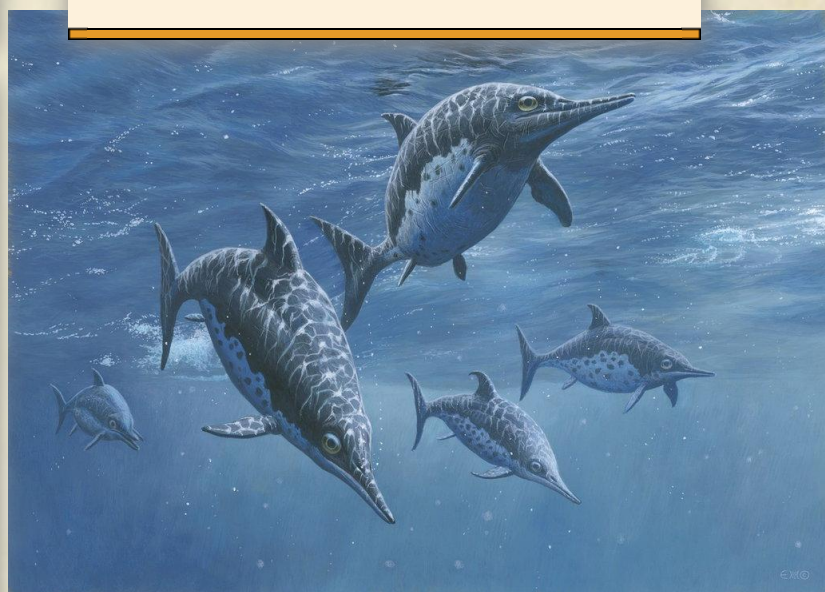
Skills Perception +5

Senses passive Perception 15, Darkvision 120 feet.
Challenge 1/2

Hold Breath. The Ophthalmosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d8 + 2 piercing damage.



MOSASAURIDS

These lizard relatives evolved to live and hunt in water. Soome of these reptiles were enormous in size and had an incredibly powerful bite force.

MOSASAURUS*

Gargantuan beast, unaligned

Armor Class 12
Hit Points 141
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 9

Hold Breath. The Mosasaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 34 (4d12 + 8) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Mosasaurus can't bite another target

TYLOSAURUS

Gigantic (Huge) beast, unaligned

Armor Class 12
Hit Points 119
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 7

Hold Breath. The Tylosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 28 (4d10 + 6) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Tylosaurus can't bite another target

BASICALLY LIZARDS

Mosasaurids are really close to lizards and snakes. If it can help to imagine them imagin giant, swimming monitor lizards.

GREAT PROGNATHODON

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 75

Speed 0ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 4

Hold Breath. The Prognathodon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 21 (3d10 + 5) piercing + 5 (1d10) bludgeoning damage. If the target is a large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Prognathodon can't bite another target.

PROGNATHODON

Huge beast, unaligned

Armor Class 12

Hit Points 46

Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Hold Breath. The Prognathodon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 17 (3d8 + 4) piercing + 4 (1d8) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Prognathodon can't bite another target.

THALASSOTITAN

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 58

Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 3

Hold Breath. The Thalassotitan can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 23 (3d12 + 4) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Thalassotitan can't bite another target.

PLESIOTYLOSOSAURUS

Large beast, unaligned

Armor Class 12

Hit Points 23

Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 1

Hold Breath. The Plesiotylosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 2d12 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Plesiotylosaurus can't bite another target.

YAGUARASAURUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 40

Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

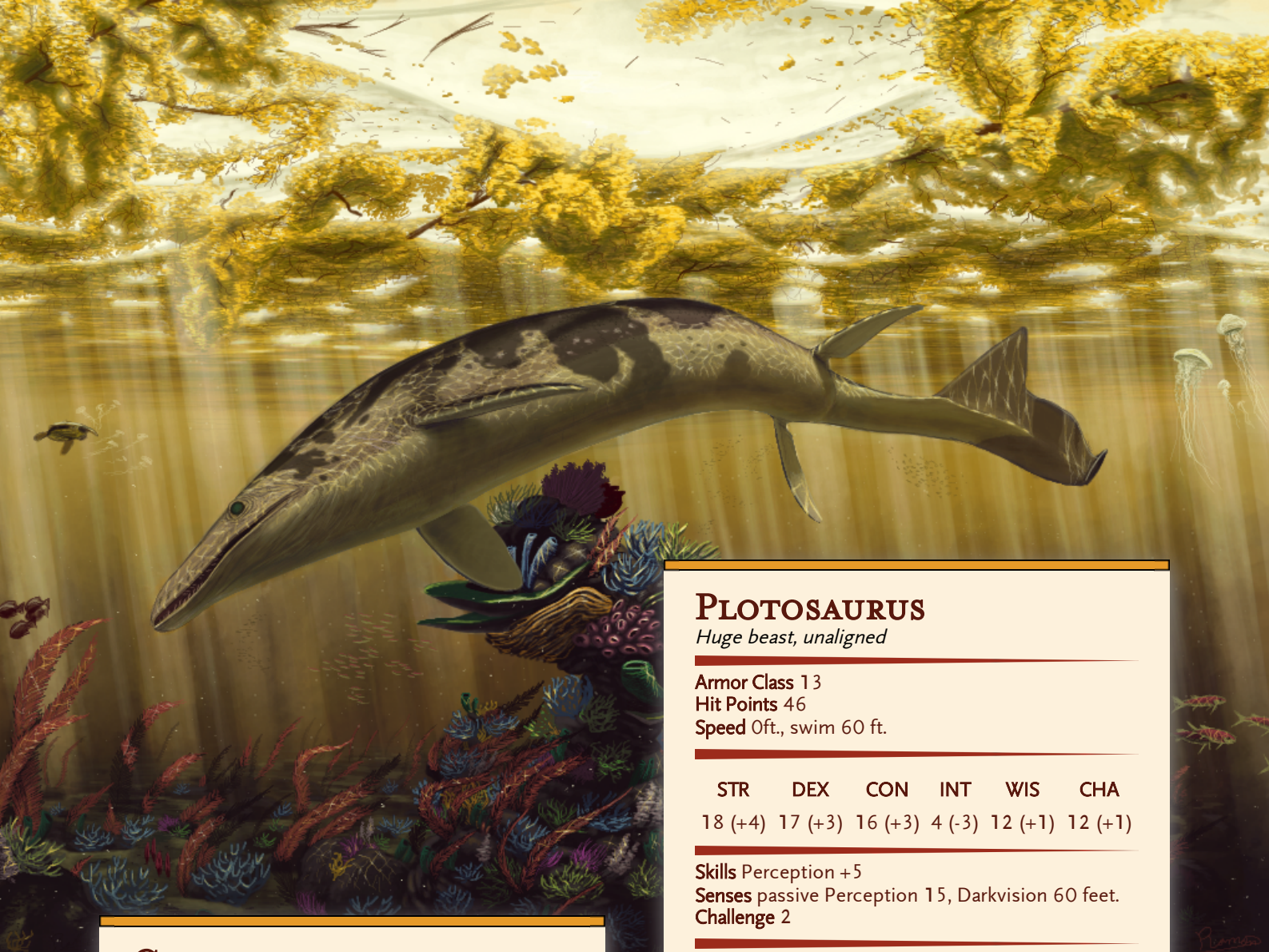
Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Hold Breath. The Yaguarasaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 20 (3d10 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Yaguarasaurus can't bite another target.



GLOBIDENS

Huge beast, unaligned

Armor Class 12

Hit Points 46

Speed Oft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Hold Breath. The Prognathodon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 20 (3d10 + 4) bludgeoning damage.

PLOTOSAURUS

Huge beast, unaligned

Armor Class 13

Hit Points 46

Speed Oft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.

Challenge 2

Hold Breath. The Plotosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 15 (2d10 + 4) piercing damage.

Bonus Actions

Sprint. The Plotosaurus can use the dash action as a bonus action. It can't use this feature the next turn.

CROCODILIANS AND RELATIVES

Crocodiles now are known as swimming predators and that has been true for most of their life on earth, but in the past there were also many land crocodilians, some really gigantic ones and even some that ventured in the open sea.

SARCOSUCHUS

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 94

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 5

Hold Breath. The Sarcosuchus can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Sarcosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Sarcosuchus makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (4d8 + 5) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Sarcosuchus can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d8 + 5) bludgeoning damage.

DEINOSUCHUS / PURUSSAURUS

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 115

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	20 (+5)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 6

Hold Breath. The Deinosuchus can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Deinosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Deinosuchus makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 32 (4d12 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Deinosuchus can't bite another target. On a critical or against a grappled creature the bite deals additional 13 (2d12) bludgeoning damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: (2d8 + 6) bludgeoning damage.

Death Roll. (Recharge 5-6) If the Deinosuchus is grappling a creature with its bite it can make a death roll attack. The grappled creature makes a DC 16 strength saving throw, taking 3d12 bludgeoning damage + 2d12 slashing damage and being stunned until the beginning of its turn on a fail.



RHAMPHOSUCHUS

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 86

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 5

Hold Breath. The Rhamphosuchus can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Rhamphosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Rhamphosuchus makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (3d8 + 4) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Rhamphosuchus can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

MOURASUCHUS / STOMATOSUCHUS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 86

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 2

Hold Breath. The Mourasuchus can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Mourasuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Mourasuchus makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d6 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Mourasuchus can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d8 + 3) bludgeoning damage.

TERRESTRISUCHUS

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	6 (-2)	4 (-3)	10 (0)	10 (0)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the Terrestriusuchus can't bite another target.

KAPROSUCHUS

Medium beast, unaligned

Armor Class 12

Hit Points 9

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.

Challenge 1/2

Speed Burst. While walking the Kaprosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Kaprosuchus can't bite another target.

POSTOSUCHUS

Large beast, unaligned

Armor Class 12

Hit Points 14

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

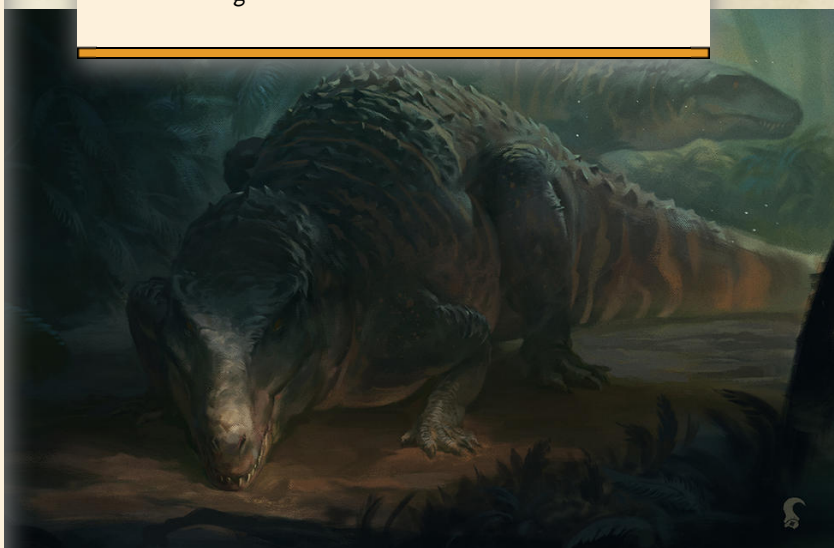
Senses passive Perception 13, Darkvision 30 feet.

Challenge 1

Speed Burst. While walking the Postosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Postosuchus can't bite another target.



SAUROSUCHUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 32

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	4 (-3)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 2

Speed Burst. While walking the Saurosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d12 + 4 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Saurosuchus can't bite another target.

QUINKANA

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 28

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 2

Speed Burst. While walking the Quinkana can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 4 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Quinkana can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 bludgeoning damage.

BERNISSARTIA

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 3

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)	4 (-3)	10 (0)	10 (0)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The Bernissartia can hold its breath for up to thirty minutes.

Speed Burst. While swimming the Bernissartia can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the Bernissartia can't bite another target.

SIMOSUCHUS

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	10 (0)	4 (-3)	10 (0)	6 (-2)

Skills Perception +2

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/8

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the Simosuchus can't bite another target.

POPOSAURUS

Medium beast, unaligned

Armor Class 12

Hit Points 11

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/2

Speed Burst. While walking the Poposaurus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d12 + 2 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Poposaurus can't bite another target.

Tail. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 1d8 + 2 bludgeoning damage. If the target is a medium or smaller it makes a DC 12 strength saving throw, being either knocked prone or shoved 5 feet away.



METRIORHYNCHUS

Medium beast, unaligned

Armor Class 11

Hit Points 17

Speed 10ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (-3)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Metriorhynchus can hold its breath for up to fourty minutes minutes.

Speed Burst. While swimming the Metriorhynchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 2 piercing damage. If the target is a little or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Metriorhynchus can't bite another target.

PLESIOSUCHUS

Huge beast, unaligned

Armor Class 11

Hit Points 31

Speed 10ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	4 (-3)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1

Hold Breath. The Plesiosuchus can hold its breath for up to fourty minutes minutes.

Speed Burst. While swimming the Plesiosuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8 + 4 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Plesiosuchus can't bite another target.



TELEOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 15

Speed 20ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/4

Hold Breath. The Teleosaurus can hold its breath for up to fourty minutes minutes.

Speed Burst. While swimming the Teleosaurus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage. If the target is a little or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Teleosaurus can't bite another target.

DAKOSAURUS

Large beast, unaligned

Armor Class 11

Hit Points 22

Speed 10ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (0)	12 (+1)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 1/2

Hold Breath. The Dakosaurus can hold its breath for up to fourty minutes minutes.

Speed Burst. While swimming the Dakosaurus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d12 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Dakosaurus can't bite another target.

BARINASUCHUS

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 34

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	4 (-3)	10 (0)	10 (0)

Skills Perception +3

Senses passive Perception 13, Darkvision 30 feet.

Challenge 5

Speed Burst. While walking the Barinasuchus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d10 + 4 piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Barinasuchus can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 bludgeoning damage.

MACHIMOSAURUS

Enormous (4x4) (Huge) beast, unaligned

Armor Class 12

Hit Points 38

Speed 20ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 2

Hold Breath. The Machimosaurus can hold its breath for up to fourty minutes minutes.

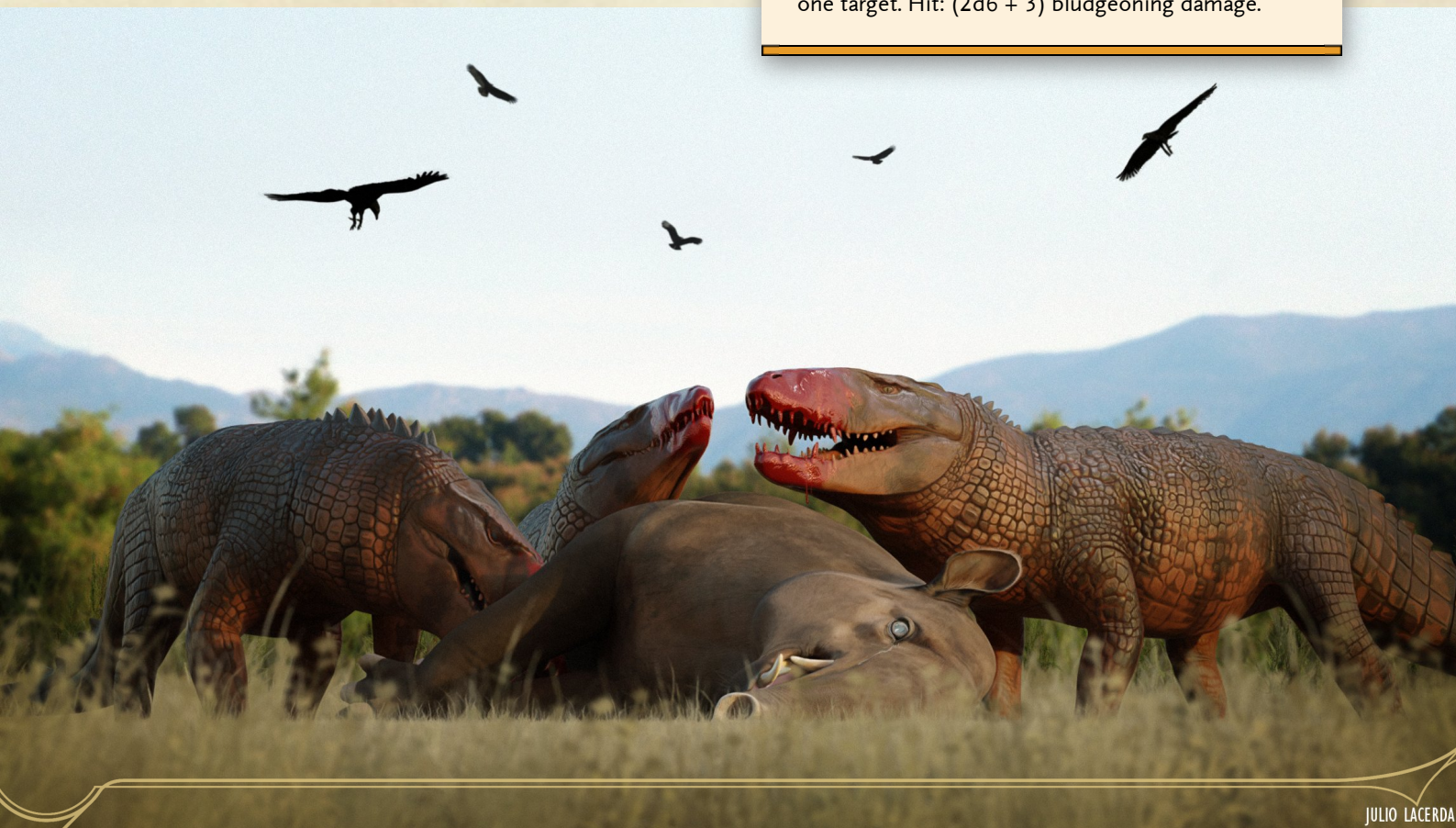
Speed Burst. While swimming the Machimosaurus can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Multiattack. The Machimosaurus makes two attacks, one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Machimosaurus can't bite another target.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d6 + 3) bludgeoning damage.



TURTLES

ARCHELON

Huge (Large) beast, unaligned

Armor Class 14
Hit Points 64
Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	20 (+5)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1

Hold Breath. The Archelon can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 2d8 + 3 slashing damage.

PROTOSTEGA

Large beast, unaligned

Armor Class 14
Hit Points 41
Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Protostega can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 2d6 + 2 slashing damage.

STUPENDEMYS

Large beast, unaligned

Armor Class 14
Hit Points 41
Speed 20 ft., swim 30 ft.

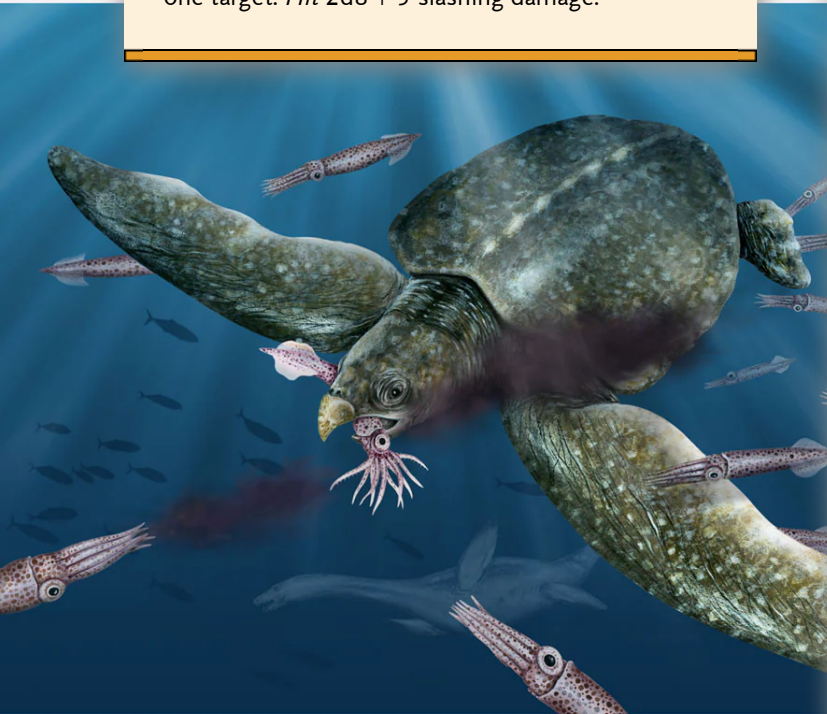
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Stupendemys can hold its breath for up to 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 2d6 + 2 slashing damage.





MEIOLANIA

Large beast, unaligned

Armor Class 14

Hit Points 41

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2d6 + 3 slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 3 bludgeoning damage.

GIANT TORTOISE

Large beast, unaligned

Armor Class 14

Hit Points 36

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2d6 + 3 slashing damage.

CARBONEMYS

Medium beast, unaligned

Armor Class 14

Hit Points 22

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 1/2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d8 + 1 slashing damage.

PUENTEMYS

Medium beast, unaligned

Armor Class 14

Hit Points 24

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	18 (+4)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/2

Hold Breath. The Puentemys can hold its breath for up to 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d8 + 1 slashing damage.

OTHER REPTILES

There were many other reptiles in the past, being marine or land dwelling ones. Here there are other examples of interesting beasts from the past.

NOTHOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 17

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Hold Breath. The Nothosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

GIANT NOTHOSAURUS (NOTHOSAURUS ZHANGI)

Large beast, unaligned

Armor Class 11

Hit Points 28

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1/4

Hold Breath. The Nothosaurus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1d10 + 3 piercing damage.

PLACODUS

Small beast, unaligned

Armor Class 10

Hit Points 8

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	14 (+2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The Placodus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d4 piercing damage.

TANYSTROPHEUS

Large beast, unaligned

Armor Class 11

Hit Points 34

Speed 20 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	10 (0)

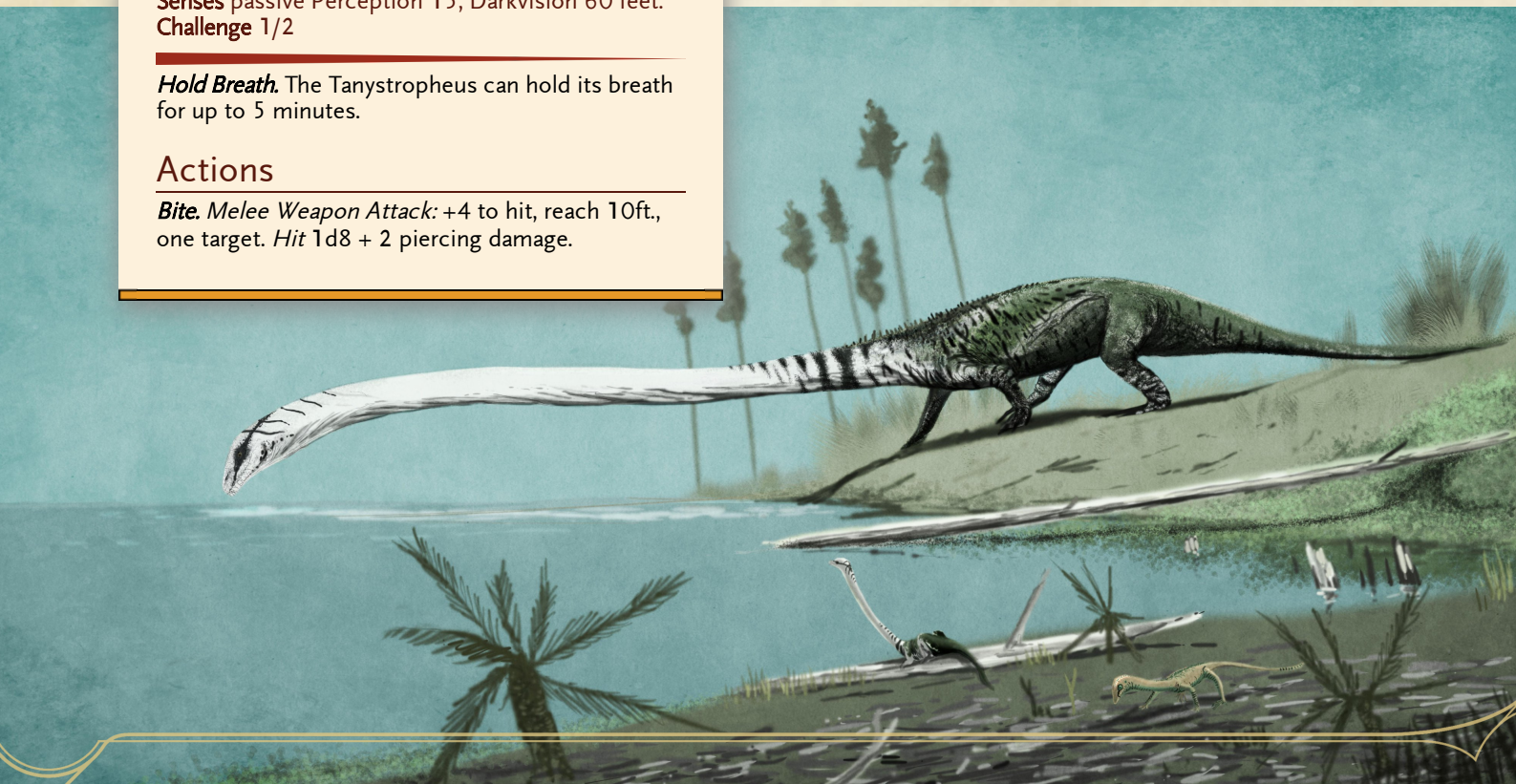
Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/2

Hold Breath. The Tanystropheus can hold its breath for up to 5 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 1d8 + 2 piercing damage.



HENODUS / CYAMODUS

Small beast, unaligned

Armor Class 13

Hit Points 14

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	6 (-2)	14 (+2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The Henodus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1d4 piercing damage.

SILESAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 5

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	10 (0)	3 (-4)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14
Challenge 1/2

Skittish. Once per short rest the silesaurus can use the dash action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d4 + 1 piercing damage.

VANCLEAVEA

Medium beast, unaligned

Armor Class 12

Hit Points 5

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 1

Hold Breath. The Vancleavea can hold its breath for up to 30 minutes.

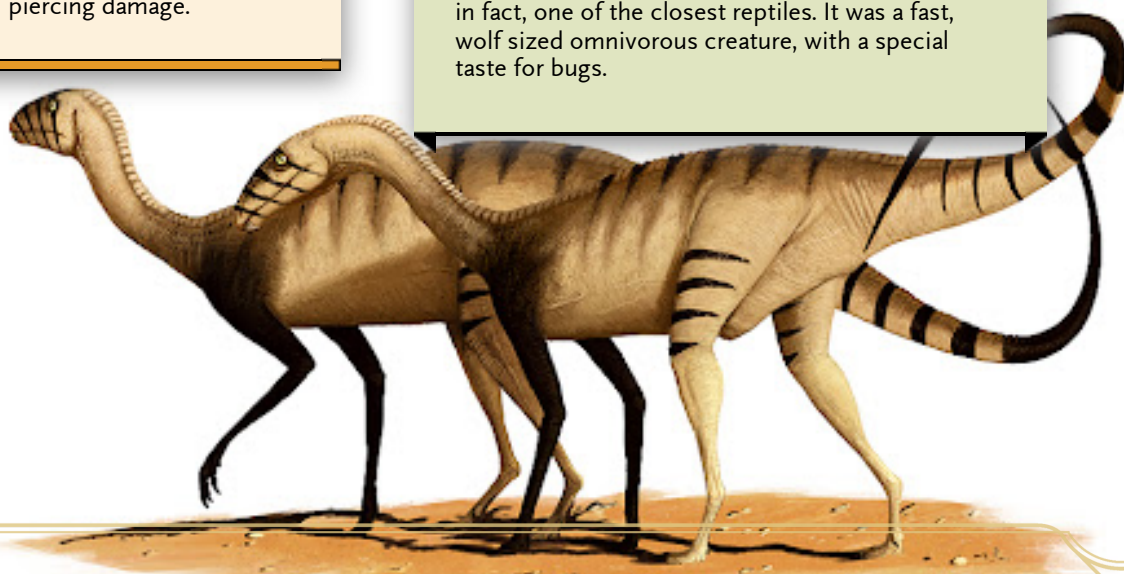
Swim Burst. The Vancleavea can use its bonus action while swimming to take the dash action. If it does so it can't do it again on its next turn.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3(1d4 + 1) piercing damage.

AN OMNIVOROUS QUASI-DINOSAUR

The silesaurus closely resembles dinosaurs and is, in fact, one of the closest reptiles. It was a fast, wolf sized omnivorous creature, with a special taste for bugs.





LARGE VANCLEAVEA

Large beast, unaligned

Armor Class 12

Hit Points 10

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Hold Breath. The Vancleavea can hold its breath for up to 30 minutes.

Swim Burst. The Vancleavea can use its bonus action while swimming to take the dash action. If it does so it can't do it again on its next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6(1d8 + 2) piercing damage.

SCUTOSAURUS

Medium beast, unaligned

Armor Class 12

Hit Points 10

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/8

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) slashing damage.

Tail. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) bludgeoning damage.





HYPERODAPEDON

Small beast, unaligned

Armor Class 12
Hit Points 3
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 0

Actions

Beak. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 (1d3) slashing damage.

ERETMORHIPIS

Small beast, unaligned

Armor Class 11
Hit Points 4
Speed 5 ft., swim 30 ft.

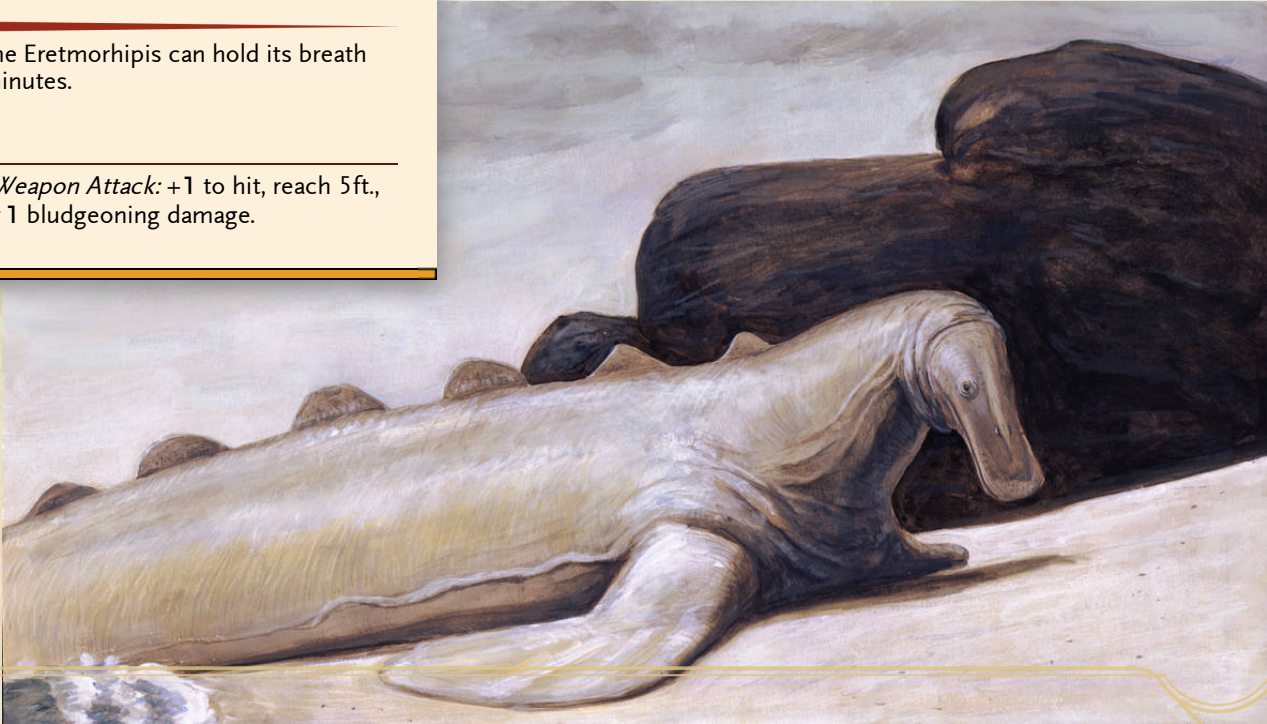
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 30 feet.
Challenge 0

Hold Breath. The Eretmorhipis can hold its breath for up to 10 minutes.

Actions

thrash. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 bludgeoning damage.



PARARCUS

Medium beast, unaligned

Armor Class 11

Hit Points 18

Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	4 (-3)	10 (0)	6 (-2)

Senses passive Perception 13, Darkvision 30 feet.
Challenge 1/8

Hold Breath. The Pararcus can hold its breath for up to 30 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d4 + 1 piercing damage.

KEICHOSAURUS

Tiny beast, unaligned

Armor Class 11

Hit Points 1

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	4 (-3)	3 (-4)	10 (0)	4 (-3)

Senses passive Perception 12, Darkvision 30 feet.
Challenge 0

Hold Breath. The Keichosaurus can hold its breath for up to 5 minutes.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 piercing damage.

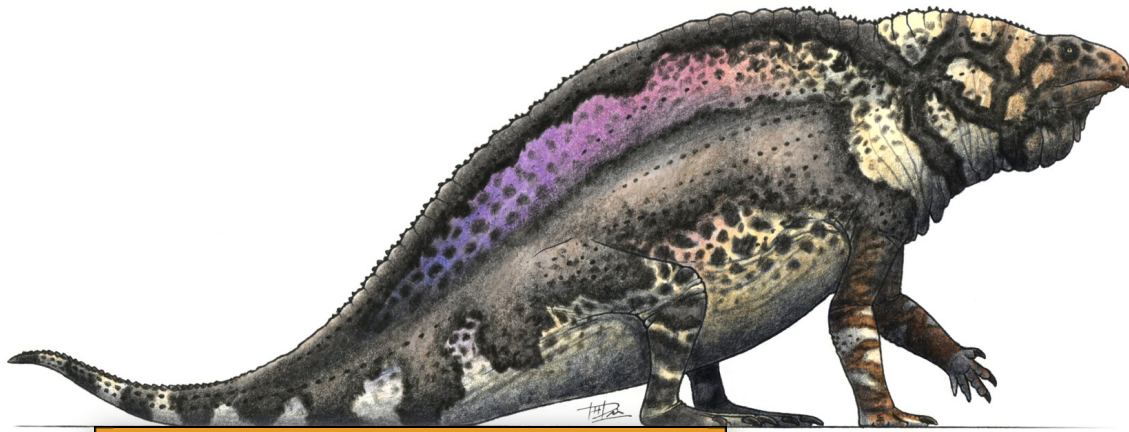
LARIOSAURUS / HOVASAURUS

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed swim 20 ft.



LOTOSAURUS

Medium beast, unaligned

Armor Class 11

Hit Points 5

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	10 (0)	10 (0)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/8

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) slashing damage.

Tail. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 1 (1d3) bludgeoning damage.

SHRINGASAURUS

Large beast, unaligned

Armor Class 12

Hit Points 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	13 (+1)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1/4

Actions

Horn. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4+1) piercing damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4+1) bludgeoning damage.



MEGALANIA* (VARANUS PRISCUS)

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 25

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 30 feet.
Challenge 2

Keen Smell. The Megalania has advantage on Wisdom (Perception) checks that rely on smell.

Speed Burst. While walking the Megalania can use the dash action or the bite attack as a bonus action. If it does either of the two it can't use this feature again in the next turn.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d8 + 4 piercing damage + 1d4 poison damage. On a hit the target makes a DC 14 constitution saving throw, being poisoned on a fail. A poisoned target has its speed halved and repeats the constitution save at the beginning of its turn, ending the condition on a success or taking 1d4 poison damage on a fail. If the target is a large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Megalania can't bite another target.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 1d8 + 4 bludgeoning damage. If the target is hit it makes a DC 14 strength saving throw, being knocked prone on a fail.

TITANOBOA

Huge (Large) beast, unaligned

Armor Class 10

Hit Points 42

Speed 20ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5,

Senses passive Perception 15, Darkvision 30 feet.
Challenge 3

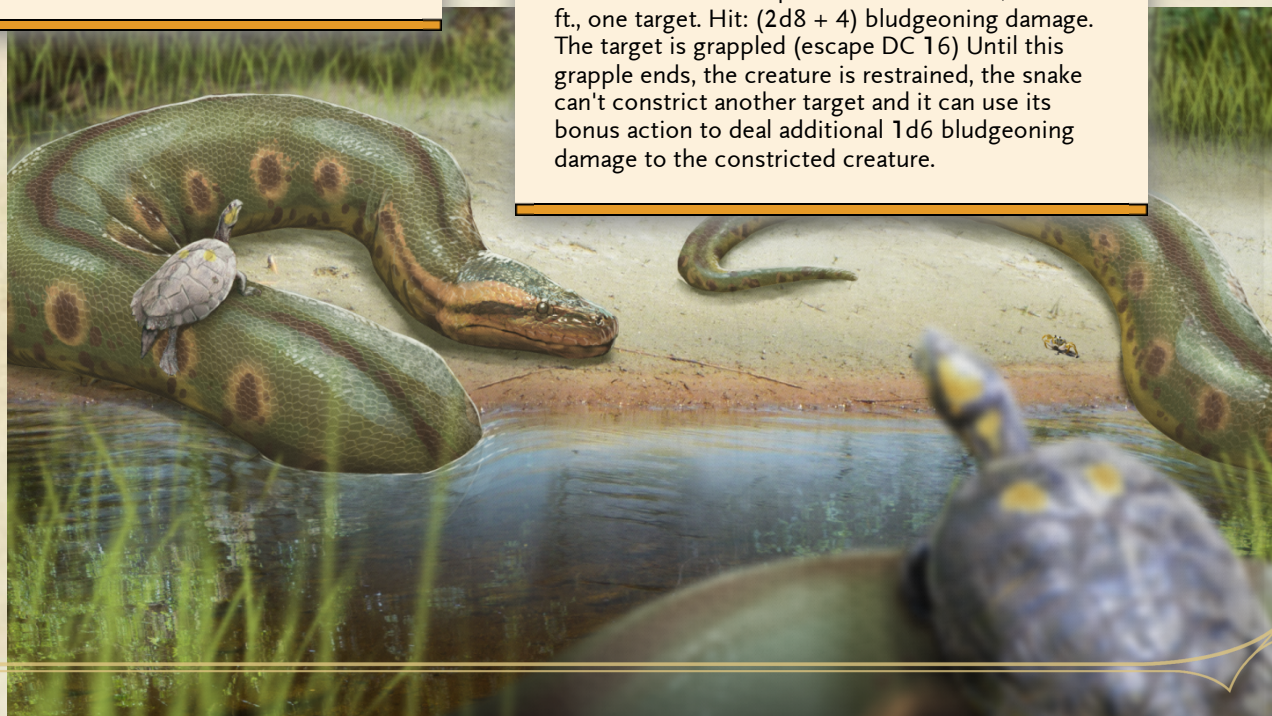
Hold Breath. The Titanoboa can hold its breath for up to thirty minutes.

Slender. The Titanoboa can move into a space that a creature of a small size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (2d6 + 4) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Titanoboa can't bite another target.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage. The target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, the snake can't constrict another target and it can use its bonus action to deal additional 1d6 bludgeoning damage to the constricted creature.



GIGANTOPHIS

Large beast, unaligned

Armor Class 10

Hit Points 18

Speed 20ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5,

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Hold Breath. The Gigantophis can hold its breath for up to thirty minutes.

Slender. The Gigantophis can move into a space that a creature of a small size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9(1d10 + 4) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Gigantophis can't bite another target.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d6 + 4) bludgeoning damage. The target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, the snake can't constrict another target and it can use its bonus action to deal additional 1d6 bludgeoning damage to the constricted creature.

PALAEOPHIS

Large beast, unaligned

Armor Class 10

Hit Points 28

Speed 10ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	14 (+2)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5,

Senses passive Perception 15, Darkvision 30 feet.
Challenge 1

Hold Breath. The Palaeophis can hold its breath for up to thirty minutes.

Slender. The Palaeophis can move into a space that a creature of a small size would fit into without any disadvantage or reduction to the speed.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9(1d12 + 4) piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Palaeophis can't bite another target.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11(2d6 + 4) bludgeoning damage. The target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, the snake can't constrict another target and it can use its bonus action to deal additional 1d6 bludgeoning damage to the constricted creature.



GREAT VIPER

Medium beast, unaligned

Armor Class 9

Hit Points 10

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4,

Senses passive Perception 14, Darkvision 30 feet.

Challenge 1

Venom Resistance. The viper has resistance to poison damage and immunity to the poisoned condition.

Slender. The viper can move into a space that a creature of a little size would fit into without any disadvantage or reduction to the speed.

Keen Smell. The viper has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8+1 piercing damage + 1d10 poison damage. The creature hit makes a DC 13 constitution saving throw, becoming poisoned for thirty minutes on a fail: at the beginning of every turn the poisoned creature repeats the saving throw, taking 1d4 poison damage on a fail. On a 20 the effects of the venom end.



AMPHIBIANS

MASTODONSAURUS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 38

Speed 20ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 2

Amphibious. The Mastodonsaurus can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 2d10 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Mastodonsaurus can't bite another target

KOOLASUCHUS

Large beast, unaligned

Armor Class 11

Hit Points 22

Speed 20ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Amphibious. The Koolasuchus can breathe air and water. **Cold waters.** The Koolasuchus suffers no repercussions from a cool environment.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 2d8 + 3 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Koolasuchus can't bite another target

PRIONOSUCHUS

Enormous (Huge) beast, unaligned

Armor Class 12

Hit Points 59

Speed 10ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 4

Amphibious. The Prionosuchus can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 2d10 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Prionosuchus can't bite another target

ANASCHISMA

Medium beast, unaligned

Armor Class 11

Hit Points 7

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (0)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, blindsight 10 feet.
Challenge 1/2

Amphibious. The Anaschisma can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d10 + 1 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the Anaschisma can't bite another target

CYCLOTOSAURUS

Large beast, unaligned

Armor Class 11

Hit Points 14

Speed 20ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1

Amphibious. The Cyclotosaurus can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2d6 + 2 piercing damage. If the target is a small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Cyclotosaurus can't bite another target

GIANT TEMNOSPONDYL

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 49

Speed 20ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 3

Amphibious. The Temnospondyl can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 3d8 + 4 piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Temnospondyl can't bite another target.

DIPLOCAULUS

Small beast, unaligned

Armor Class 11

Hit Points 3

Speed 20ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.
Challenge 1/8

Amphibious. The Diplocaulus can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 9). Until this grapple ends, the target is restrained, and the Diplocaulus can't bite another target

BEELZEBUFO

Little (Tiny) beast, unaligned

Armor Class 11

Hit Points 2

Speed 10ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	10 (0)	4 (-3)	10 (0)	10 (0)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet.

Challenge 1/8

Amphibious. The Beelzebufo can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 piercing damage. If the target is a tiny or smaller creature, it is grappled (escape DC 8). Until this grapple ends, the target is restrained, and the Beelzebufo can't bite another target

BAGEHERPETON

Medium beast, unaligned

Armor Class 11

Hit Points 6

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (0)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet, blindsight 10 feet.

Challenge 1/4

Amphibious. The Bageherpeton can breathe air and water.

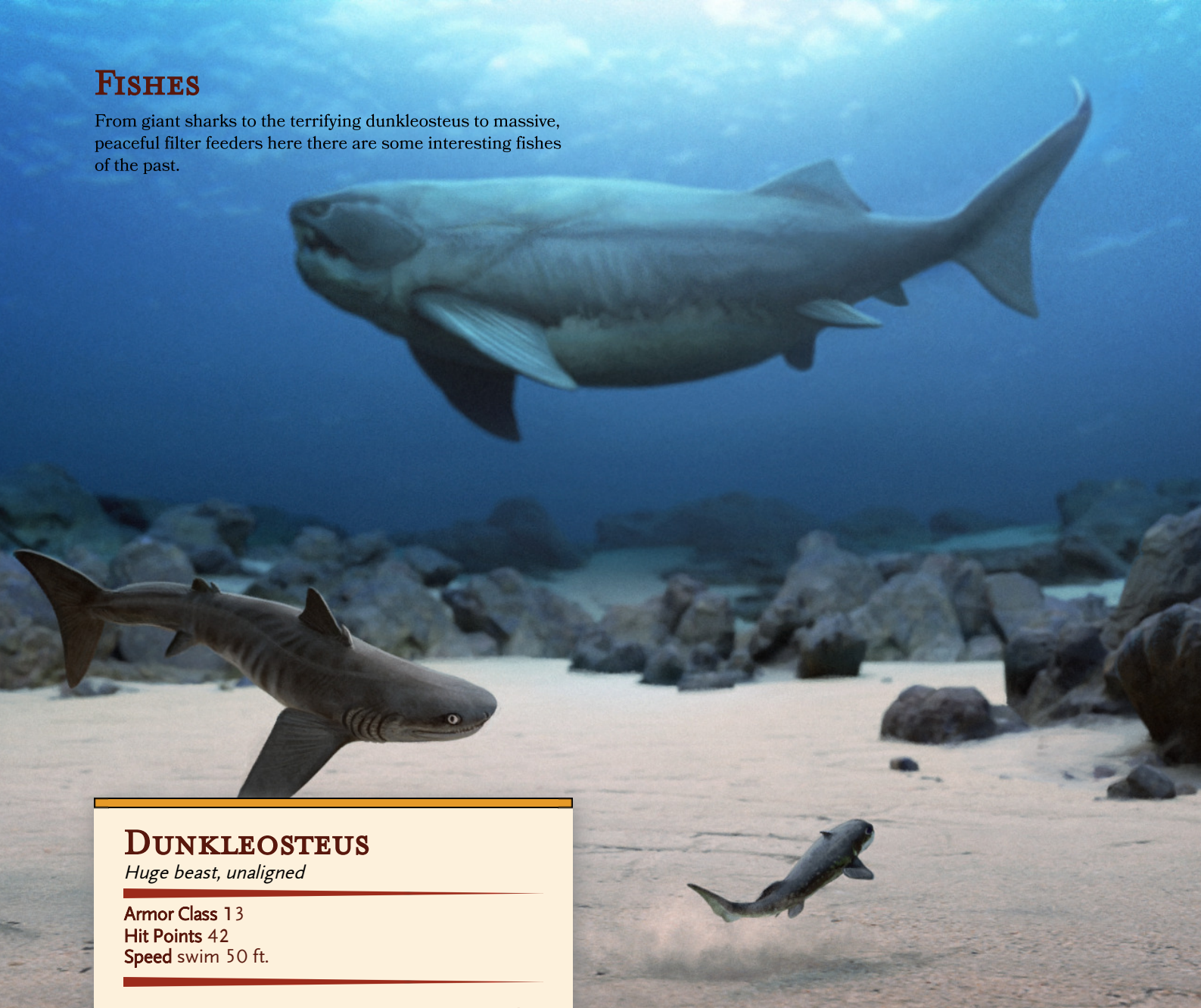
Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3(1d4 + 1) piercing damage.



FISHES

From giant sharks to the terrifying dunkleosteus to massive, peaceful filter feeders here there are some interesting fishes of the past.



DUNKLEOSTEUS

Huge beast, unaligned

Armor Class 13

Hit Points 42

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+5)	14 (+2)	18 (+4)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4

Senses passive Perception 14, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 5

Water Breathing. The Dunkleosteus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 4d12 + 5 slashing damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Dunkleosteus can't bite another target



TITANICHTHYS

Enormous (Huge) beast, unaligned

Armor Class 12
Hit Points 123
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Blindsight 10 feet.
Challenge 2

Water Breathing. The Titanichthys can breathe only underwater.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 1d12 + 5 bludgeoning damage.

LEEDSICHTHYS

Gargantuan beast, unaligned

Armor Class 11
Hit Points 130
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	3 (-4)	10 (0)	10 (0)

Senses passive Perception 12, Blindsight 10 feet.
Challenge 3

Water Breathing. The Leedsichthys can breathe only underwater.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 2d12 + 6 bludgeoning damage.

GIANT DUNKLEOSTEUS F

Enormous (Huge) beast, unaligned

Armor Class 13
Hit Points 88
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-4)	10 (0)	12 (+1)

Skills Perception +4

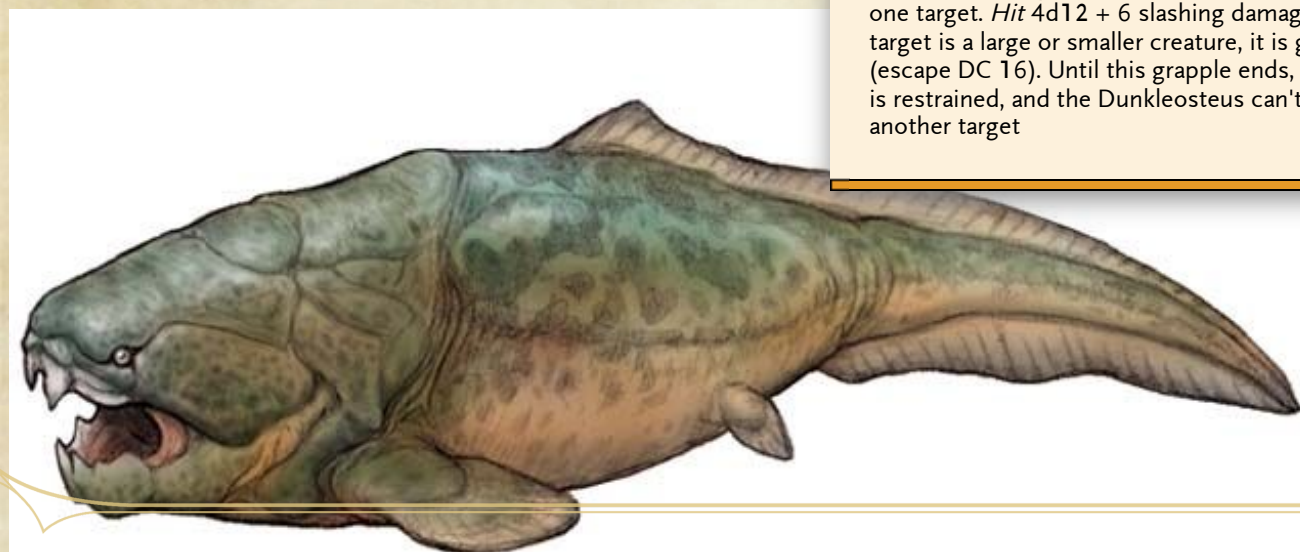
Senses passive Perception 14, Darkvision 60 feet., Blindsight 10 feet.

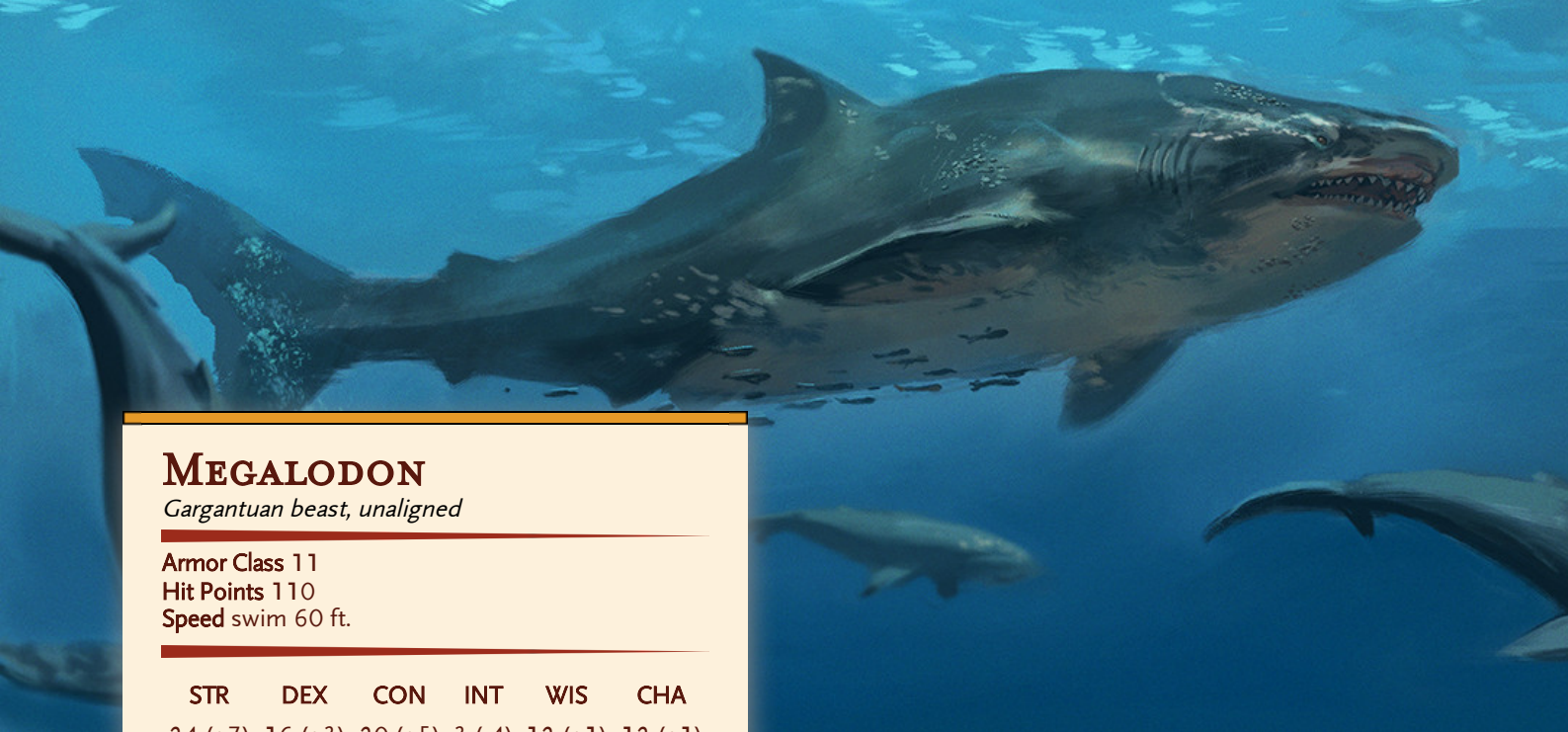
Challenge 6

Water Breathing. The Dunkleosteus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 4d12 + 6 slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Dunkleosteus can't bite another target





MEGALODON

Gargantuan beast, unaligned

Armor Class 11

Hit Points 110

Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 7

Water Breathing. The Megalodon can breathe only underwater.

Blood Frenzy. The Megalodon has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The Megalodon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 33 (4d12 + 7) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Megalodon can't bite another target.

PAROTODUS*

Enormous (Huge) beast, unaligned

Armor Class 13

Hit Points 49

Speed swim 65 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 6

Water Breathing. The Parotodus can breathe only underwater.

Blood Frenzy. The Parotodus has advantage in melee weapon attacks against creatures that do not have full HP.

Keen Smell. The Parotodus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 21 (3d10 + 5) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Parotodus can't bite another target.

MAWSONIA

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 36
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet, Blindsight 10 feet.
Challenge 1

Water Breathing. The Mawsonia can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5(1d4+3) piercing damage.



TRACHYMETOPON

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 32
Speed swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 12, Darkvision 30 feet, Blindsight 10 feet.
Challenge 1

Water Breathing. The Mawsonia can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5(1d4+3) piercing damage.



RHIZODUS

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 40
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 13, Darkvision 60 ft.,
Blindsight 10 feet.
Challenge 1

Water Breathing. The Rhizodus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 2d10 + 3 piercing damage.

ONCHOPRISTIS

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 40
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	10 (0)

Senses passive Perception 15, Darkvision 30 feet,
Blindsight 30 feet.
Challenge 3

Water Breathing. The Onchopristis can breathe only underwater.

Actions

Slash. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 2d12 + 3 piercing damage.

HETEROSTEUS

Huge (Large) beast, unaligned

Armor Class 11
Hit Points 38
Speed swim 40 ft.

HYNERIA

Large beast, unaligned

Armor Class 10

Hit Points 15

Speed swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (0)	3 (-4)	10 (0)	8 (-1)

Senses passive Perception 11, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 1

Water Breathing. The Hyneria can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d10 + 2 piercing damage.

MEGALAMPRIS

Huge (Large) beast, unaligned

Armor Class 11

Hit Points 28

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	3 (-4)	6 (-2)	6 (-2)

Senses passive Perception 10, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 1/8

Water Breathing. The Megalampris can breathe only underwater.

Actions

Thrash. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d4 + 3 bludgeoning damage.

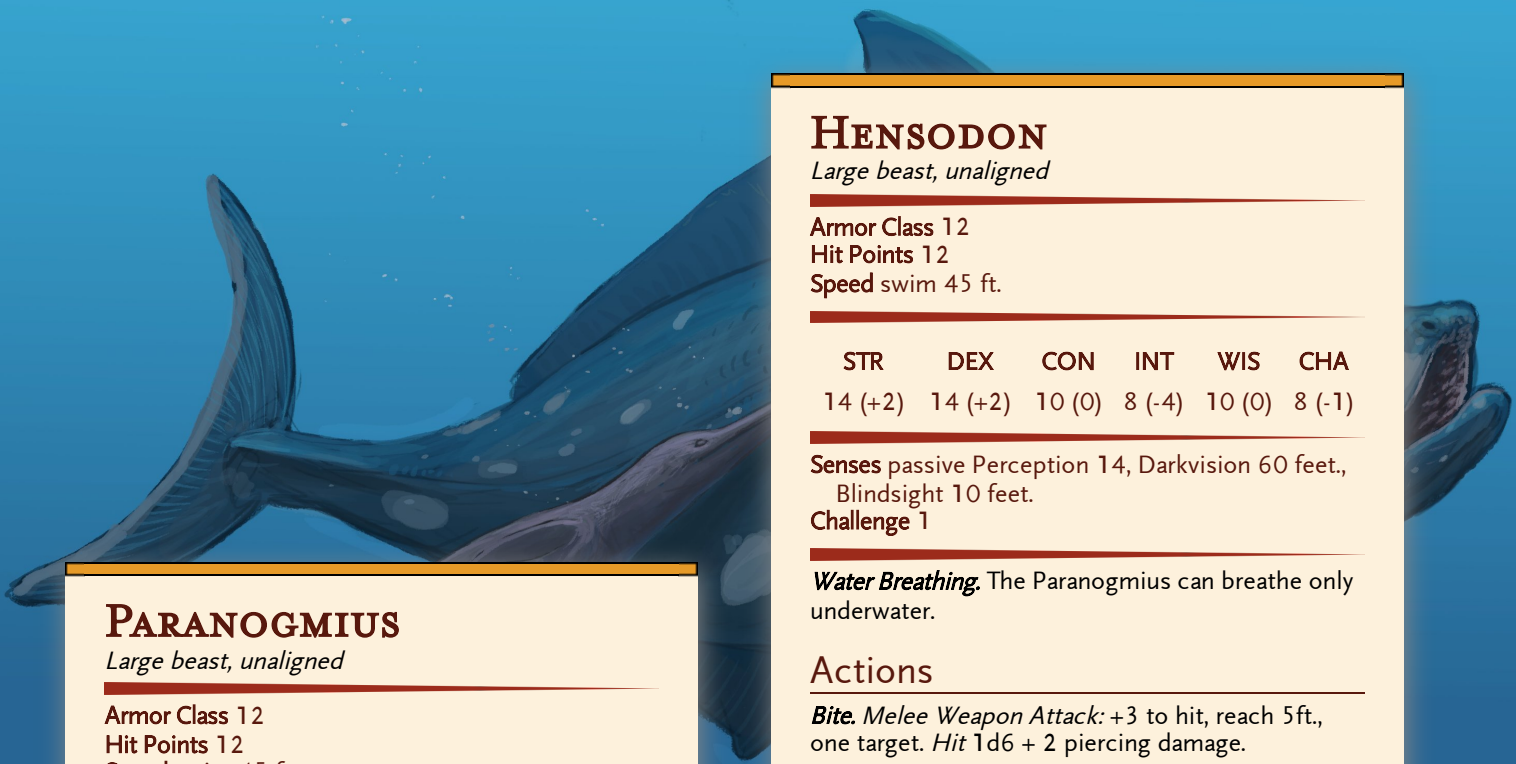
XIPHACTINUS

Huge (Large) beast, unaligned

Armor Class 12

Hit Points 40

Speed swim 60 ft.



PARANOGMIOUS

Large beast, unaligned

Armor Class 12
Hit Points 12
Speed swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (0)	8 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 60 feet, Blindsight 10 feet.
Challenge 1

Water Breathing. The Paranogmious can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

HENSODON

Large beast, unaligned

Armor Class 12
Hit Points 12
Speed swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (0)	8 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 60 feet, Blindsight 10 feet.
Challenge 1

Water Breathing. The Paranogmious can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

PARANOGMIOUS

Large beast, unaligned

Armor Class 12
Hit Points 12
Speed swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (0)	8 (-4)	10 (0)	8 (-1)

Senses passive Perception 14, Darkvision 60 feet, Blindsight 10 feet.
Challenge 1

Water Breathing. The Paranogmious can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

XIPHIORHYNCHUS

Huge (Large) beast, unaligned

Armor Class 13

Hit Points 40

Speed swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	3 (-4)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 60 feet.,
Blindsight 10 feet.

Challenge 3

Water Breathing. The Xiphiorhynchus can breathe only underwater.

Lunge. The Xiphiorhynchus can make a Thrust or Slash attack as a bonus action.

Actions

Thrust. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 3d12 + 4 piercing damage.

Slash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 2d12 + 4 slashing damage.

INVERTEBRATES

JAKELOPTERUS

Large beast, unaligned

Armor Class 12
Hit Points 8
Speed 0ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	12 (+1)	2 (-4)	6 (-2)	6 (-2)

Skills Perception +2
Senses passive Perception 12, Darkvision 60 feet.
Challenge 1/4

Water Breathing. The Jaekelopterus can breathe only underwater.

Actions

Pincers. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage. On a hit the target is grappled (escape DC 12) and can't use that pincer on a different target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 1d6 + 2 piercing damage.

TITANITES

Medium beast, unaligned

Armor Class 13
Hit Points 12
Speed 0ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (0)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4
Senses passive Perception 14, Darkvision 120 feet.
Challenge 1/4

Water Breathing. The titanites can breathe only underwater.

Jet Propulsion. The titanites can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The titanites has advantage in athletics checks to make a grapple.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4 + 1) slashing damage.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 (1d3 + 1) bludgeoning damage. The target is grappled (escape DC 11).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the titanites if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the titanites can use the Dash or Hide action as a bonus action.

ENDOCERAS

Huge (Large) beast, unaligned

Armor Class 14

Hit Points 26

Speed 0ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 1

Water Breathing. The endoceras can breathe only underwater.

Jet Propulsion. The endoceras can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The endoceras has advantage in athletics checks to make a grapple.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage. The target is grappled (escape DC 13).

GIANT ENDOCERAS *

Huge (Large) beast, unaligned

Armor Class 14

Hit Points 36

Speed 0ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.
Challenge 1

Water Breathing. The endoceras can breathe only underwater.

Jet Propulsion. The endoceras can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The endoceras has advantage in athletics checks to make a grapple.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) slashing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 6 (1d4 + 4) bludgeoning damage. The target is grappled (escape DC 13).



PARAPUZOSIA

Large beast, unaligned

Armor Class 14

Hit Points 26

Speed 0ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.

Challenge 1

Water Breathing. The Parapuzosia can breathe only underwater.

Jet Propulsion. The parapuzosia can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The parapuzosia has advantage in athletics checks to make a grapple.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage. The target is grappled (escape DC 13).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the parapuzosia if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the parapuzosia can use the Dash or Hide action as a bonus action.

GIANT PARAPUZOSIA*

Huge (Large) beast, unaligned

Armor Class 14

Hit Points 56

Speed 0ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	5 (-3)	10 (0)	6 (-2)

Skills Perception +4

Senses passive Perception 14, Darkvision 120 feet.

Challenge 2

Water Breathing. The Parapuzosia can breathe only underwater.

Jet Propulsion. The parapuzosia can use its bonus action to take the dash action. If it does so it can't use this feature again the next round.

Many arms. The parapuzosia has advantage in athletics checks to make a grapple.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 9 (2d4 + 4) slashing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 6 (1d4 + 4) bludgeoning damage. The target is grappled (escape DC 14).

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the parapuzosia if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the parapuzosia can use the Dash or Hide action as a bonus action.



MEGANEURA

Little (Tiny) beast, unaligned

Armor Class 13

Hit Points 1

Speed 10ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	3 (-4)	14 (+2)	8 (-1)

Skills Acrobatics +7, Perception +6

Senses passive Perception 16

Challenge 0

Keen Sight. The Meganeura has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. If flying the Meganeura doesn't provoke attack of opportunity from creatures it attacked this or last turn or if it uses the dash action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing damage.

A FEW EXTRAS

TYRANNOSAURUS SKELETON F

Gigantic (Huge) undead, chaotic

Armor Class 10
Hit Points 160
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	19 (+4)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +5
Senses passive Perception 15, Darkvision 60 feet.
Damage Vulnerabilities Bludgeoning
Damage Resistances Poison
Damage Immunities Necrotic
Condition Immunities Frightened
Challenge 8

Keen Smell. The Tyrannosaurus has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (4d12 + 7) piercing + 13(2d12) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. On a critical or against a grappled creature the bite deals additional 13 (2d12) bludgeoning damage.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: (3d8 + 7) bludgeoning damage.

ZOMBIE ARGENTINOSAURUS F

Colossal (Gargantuan) beast, unaligned

Armor Class 11
Hit Points 380
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	2 (-4)	28 (+9)	4 (-3)	10 (0)	10 (0)

Skills Perception +5
Senses passive Perception 15, Darkvision 30 feet.
Damage Vulnerabilities Radiant
Challenge 10

Too Enormous. The Argentinosaurus has disadvantage in dexterity saving throws and advantage in strength saving throws. Ranged weapon attacks have advantage against it.

Mad Fury. The Argentinosaurus can use the dash action, even as a bonus action. If it uses it it loses 10 HP every time it does so.

Actions

Multiattack. The Argentinosaurus makes two attacks, choosing from the list below.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 24(3d10 + 9) bludgeoning damage.

Stomp. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 35(4d12 + 9) bludgeoning damage.

Bite. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. Hit: 19(3d6 + 9)piercing + 7(2d6) necrotic damage.

PLAGUE OF MADNESS

If you love gore, violence, primal settings, dinosaurs, beautiful animation, worldbuilding, interesting narration... you definitely should watch Genndy's Tartakovsky's Primal.

The episode "plague of madness" is an incredible one.

DIRE MAIP F

Enormous (4x4) (Huge) beast, unaligned

Armor Class 13

Hit Points 77

Speed 55ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses passive Perception 15, Darkvision 120 feet.

Damage Vulnerabilities Fire

Challenge 6

Keen Smell. The Dire Maip has advantage on Wisdom (Perception) checks that rely on smell.

Strong Arms. The Dire Maip has advantage in athletics checks to make or keep a grapple.

Actions

Multiattack. The Dire Maip makes two attacks: either one with its bite and one with its claws or two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16(2d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21(3d10 + 5) slashing damage.

Bonus Actions

Strong Arms. The Dire Maip can attempt to make a grapple as a bonus action when it hits a target with its claws attack.

Aggressive Rush. The Dire Maip can use the dash action as a bonus action. If it does so it can't do so again in the next turn.

APPENDIX C: BIOMES ENVIRONMENTS

HABITATS

PERCENTAGES AND POSSIBILITIES

In this small guide there are often some percentages, usually in brackets. These are general percentages for the DM to use when determining if an effect or a scenario applies or not. For example: it is raining in a forest, on a roll of 1 on a d100 the DM determines that a lightning strikes a tree that is within 200 feet from the group of players. The DM then rolls a d6 and on a roll of 1 or 2 the lightning causes a wildfire. The DM may choose to ignore such percentages and decide its own depending on the context or even plan an environment accordingly to its own taste.

For example the travellers are moving across a temperate forest: from this guide there is only 10% probability they meet difficult terrain. This would mean that the master, only on a roll of 1 on a d10 would place some difficult terrain in the path of our heroes, but if it wishes so it can generate an especially intricate forest that is mostly difficult terrain. As with all D&D there is maximum liberty and these probabilities exposed are just guidelines.

SCENARIO EFFECTS

During combat certain hazards could cause repeated effects over and over. Such effects are called scenario effects and happen at the end of the round, after the turn of the last character in the initiative order is completed. Such effects are detailed along the pages of this guide.

GENERIC PHENOMENA AND HAZARDS

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

Additionally if a creature is completely submerged in frigid water it takes 1 cold damage every minute it spends underwater except if it has resistance or immunity to cold damage or is naturally adapted to living in ice-cold water.

QUICKSAND

A quicksand pit covers the ground in roughly a 10-foot square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the Player's Handbook). A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

TAR PIT

Tar Pits are pools of tar that restrain movements and moving in them counts as difficult terrain. A creature that is not in contact with the bottom of the tar pit sinks 1d4 feet in it at the start of its turn. Tar pits are usually deep 5 feet or more. A creature in contact with a tar pit must succeed in a strength saving throw to be able to move. The DC of the saving throw is equal to 10 + the number of feet the creature has sunk into the saving throw. A creature that is completely submerged in a tar pit can't breathe (see the suffocation rules in the Player's Handbook). A creature can pull another creature within its reach out of a tar pit by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the target creature has sunk into the quicksand.

SCORCHING TERRAIN

Creatures moving on a scorching terrain, like burning wood, hot sand, ardent cinders, heated stones must succeed on a DC 12 constitution or dexterity saving throw or take 1 fire damage for every 15 feet of scorching terrain walked.

MOLTEN LAVA

Molten lava slows the movement of creatures in it following the same rules as water. In addition to those rules there are the following ones:

- Creatures that get within 5 feet from molten lava or that start their turn within 5 feet from it take 1 fire damage.
- Creatures that touch molten lava take instead 5 fire damage the first time they do so and other 5 fire damage at the beginning of every turn they are in contact with it.
- Creatures that are in contact with a big amount of lava make a DC 18 constitution saving throw in the moment the contact happens, taking 8d8 fire damage on a fail or half as much damage on a success. This damage is added to any other damage the contact may cause, for example falling from a great height into a lava pool will add the falling damage as well.
They repeat this saving throw at the beginning of each turn they remain in contact with such an amount of lava and the damage is applied in the same way. If a creature is completely submerged in lava it has disadvantage in the saving throw. A creature that moves in a great quantity of lava must repeat the saving throw (and take the damage accordingly) every 15 feet of movement it makes.

SOLID LAVA

Lava tends to solidify quite rapidly, but there is an inbetween state, from liquid to rock, where it is still fluid and hot enough to cause damage. We will refer to this state as solid lava. it counts as difficult terrain.

- Creatures that get within 5 feet from solid lava or that start their turn within 5 feet from it take 1 fire damage.
- Creatures that touch solid lava take instead 3 fire damage the first time they do so and other 3 fire damage at the beginning of every turn they are in contact with it.
- If a creature is swept up in solid lava it follows the same rules as if with the contact of a big amount of molten lava.

TALL SNOW

Tall snow counts as difficult terrain.

If the snow is taller than 5 feet the speed of a large size or smaller character moving in it equals a number of feet equal to half its strenght score (rounded up)

SNOW ROOFS

Fresh snow can cover holes and appear like regular ground if the holes are smaller than a 10 foot square. Fresh snow has a weight tolerance of 1d4 x 5 pounds per 5-foot-square area. Whenever the total weight on an area of fresh snow exceeds its tolerance, the snow in that area collapses. All creatures on collapsing snow fall through on a failed DC 19 dexterity saving throw.

THIN ICE

Thin ice has a weight tolerance of 1d8 x 10 pounds per 5-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through on a failed DC 19 dexterity saving throw. The DC of this saving throw increases by 1 for every 5 feet of distance from the closest unbroken portion of terrain.

If a creature is prone or is crawling its weight on a single 5-foot squared is halved.

CHECKING ICE AND SNOW CONDITIONS

A successful investigation or survival check reveals thin ice (DC 15) and snow roofs (DC 18).

SLIPPERY ICE

Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

SNOW BLINDNESS

Creatures travelling in the snow with unprotected eyes must make a DC 12 constitution saving throw every hour during the day in bright light conditions or become blinded for 5 minutes. This blinded condition ends early if the eyes are covered or the bright light condition ends.

HIGH ALTITUDE

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel. Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

This rule is applied only to natural settings, inspired by the real world. It may not be the case in a different plane.

FOG

Fog causes the area it affects to be heavily obscured. It moves at the speed of the wind, but a strong, concentrated wind (at least 10 miles per hour) disperses it.

LIGHTNING

If it is raining there is 1% chance that a lightning strikes within 300 feet from a player. During a storm this percentage increases to 5% and during a lightning storm to 10%. If it happens the lightning will strike the tallest and pointiest object within 300 feet from the player, dealing 3d10 lightning damage + 1d8 thunder damage to it and to everything within 5 feet from it. Creatures that would take this damage can make a DC 17 dexterity saving throw to halve it.

If a lightning strikes the water all the creatures within 10 feet from the impact point are affected by hit and must succeed in a constitution saving throw, instead of a dexterity one, to halve the damage.

WILDFIRE

A fire can be caused by a lightning (33%), intentionally or by a spell or an explosion.

A strong wind will turn off a small fire, but will help develop a medium size fire or a bigger one: fire spreads at a speed of 15 feet per round and if initiative is rolled it moves first in the round. Fire propagation speed is reduced to 5 feet in a direction opposite to a moderate or strong wind, but it is doubled in the same direction of the wind in case of a moderate wind and multiplied by 3 in the case of a strong wind; in addition to this in an hot or extremely hot environment fire speed is doubled again.

Fire does not move if there isn't vegetation or other flammable matter to ignite.

Creatures inside a fire make a constitution saving throw the first time they enter the fire, at the start of their turn and every 15 feet of movement taking a certain amount of damage on a fail or half that damage on a success. Creatures covered in water or that have fire resistance have advantage in this saving throw.

Creatures in a fire must also repeat every minute a DC 15 constitution saving throw to not start suffocating. Once they fail they can hold their breath following the rules of the PHB for holding breath and suffocating.

A wildfire can be treated as a creature with HP, but it has immunity to any damage except for cold damage and bludgeoning damage coming from water. Rain and snow deal 1d10 damage to the fire each round and hail and heavy rain deal double this amount.

FIRE

Size (feet)	DC	Damage	HP
5x5	14	4d4	10
10x10	15	4d6	20
15x15	16	4d8	35
20x20	17	4d10	50
25x25	18	4d12	70
30x30	19	6d10	100
35x35 or more	20	8d10	150+

SINKHOLE

FLOOD

Floods may happen because of many reasons, they can either be a regular, seasonal phenomenon, like a river descending from mountains in spring, or a tidal wave or an exceptional event like tall powerful waves, a dam collapsing a cyclone and other phenomena of this kind. During a flood all the ground is covered in water and mud, making it either difficult terrain or an area where it is necessary to swim.

TALL WATER/DEEP MUD

To use the dash action in tall water or deep mud creatures must succeed in a DC 16 athletics check. Water is considered tall if it's deeper than half the creature's height.

SHALLOW WATER

Creatures that do not possess a walking speed move at half speed in shallow water. A creature is considered in shallow water if the depth of that water is lower than the creature's height.

ASHES CLOUDS

Ashes clouds are usually caused by an eruption, they move at 120 feet speed and move first in a round if initiative is rolled. Usually they are wide and move around corners and could be simplified with 60 feet radius spheres.

Creatures within Ashes Cloud make a constitution saving throw the first time they come in contact with it and at the start of every turn within the cloud: on a fail they take 6d6 fire damage and on a success half of that damage.

The air within the cloud can't be breathed and if a creature tries to do so it takes 2d6 fire damage when it does so. Therefore holding breath and suffocation rules have to be followed within an ashes cloud.

WIND

Wind is a common phenomenon, it brings clouds, rain, it takes them away. It causes waves and storms, it helps sailing boat to navigate the seas. In the following sections some wind related phenomena and situations are detailed.

MOVING AGAINST THE WIND

If a creature wants to move against a wind of strong or greater intensity it must succeed in an athletics check. If it fails the check against a wind of storm or greater intensity it is pushed in the direction of the wind by 15 feet.

A creature that moves against a wind while initiative is rolled must repeat the athletics check every turn it moves and also if it doesn't move if the wind is of storm or greater intensity.

Large or larger creatures or creatures with a weight greater than 300 pounds have advantage in the check.

If a creature travels against wind it makes the saving throw every hour, moving at half speed on a success or at one quarter of speed on a fail.

Creatures travelling against the wind have disadvantage in the constitution saving throws to avoid exhaustion.

in the following table various speeds of the wind with the respective DCs are detailed.

WINDS

Name	Speed	DC
Calm	0 mph	-
Light	1-10 mph	-
Moderate (Breeze)	11-20 mph	-
Strong	21-30 mph	2
Gale	31-45 mph	4
Storm	46-60 mph	6
Strong Storm	61-75 mph	8
Hurricane	76 mph+	12



STORMS

Storms come with different intensities and climatic events, but the standard storm brings rain, strong wind and some lightnings. In the sea they cause tall waves.

SCENARIO EFFECT

A wave impacts (60%), a lightning falls (30%), both (10%).

On land instead: nothing (30%), a tree falls (30%), a lightning falls (30%), both a tree and a lightning fall (10%)

LIGHTNING STORM

Lightning storms behave like normal storms but are characterized by a consistent amount of lightnings.

HAILSTORM

Creatures unprotected under an hailstorm take every minute 1d4-1 cold damage + 1d4-1 bludgeoning damage.

SCENARIO EFFECT

Any creature within the snowstorm takes 1d4-1 cold damage + 1d4-1 bludgeoning damage.

SNOWSTORM

An area covered in a snowstorm is considered heavily obscured. Additionally creatures within it take 1d4-1 cold damage every minute. Finally any trace or track disappears after 1 round.

SCENARIO EFFECT

Any creature within the snowstorm takes 1d4-1 cold damage.

SANDSTORM

An area covered in a sandstorm is considered heavily obscured. Finally any trace or track disappears after 1 round.



HURRICANES, CYCLONES AND TYPHOONS

These three phenomena are simply exceptionally strong storms. They are so strong that they can deal damage to buildings or to creatures by hitting them with heavy objects transported by the wind (1%). The damage caused by the object varies from 1d4-1 to 3d8 bludgeoning damage and the DM will decide accordingly to what it thinks is more fitting in the context.

TORNADO /WATER SPOUT

Tornadoes are formed by concentrated, powerful and incredibly strong winds that pull matter towards the center of the whirlwind and up in the air.

Waterspouts behave in the same way, but on water.

Both these phenomena need open space for the wind to gather and rotate, that is why they usually don't form on mountains.

A creature that enters a tornado for the first time in a turn or that starts the turn in the tornado and that doesn't move towards the center of it must make a strength saving throw, being pulled of a certain amount of feet towards the center on a fail or having its speed halved on a success.

Once a creature is pulled within a certain distance from the center, called central radius, the next saving throw it makes is done with disadvantage and on a fail the creature is pulled 30 feet up in the air.

Large or larger creatures or creatures with a weight greater than 300 pounds have advantage in the first saving throw and do not have disadvantage in the second one.

Once the creature is in the air it is moved by 60 feet in a random direction at the beginning of its turn as long as it is within the tornado radius. If a creature is pushed to the ground by the tornado it takes a certain amount of bludgeoning damage and on a failed constitution saving throw with the same DC as the strength saving throw it is knocked prone. If a creature is pushed into water such damage is halved.

Tornadoes also have a movement speed that varies from 5 to 90 feet or more and they move at the beginning of the round.

In the following table all the parameters here mentioned are detailed.

TORNADOES

Name	Central Radius	Overall Radius	Pulling Distance	DC Damage	
Weak	5 feet	15 feet	10 feet	16	2d8
Light	10 feet	30 feet	10 feet	17	3d8
Common	20 feet	60 feet	20 feet	18	4d8
Moderate	30 feet	90 feet	30 feet	19	5d8
Powerful	40 feet	120 feet	40 feet	20	6d8
Exceptional	60 feet	180 feet	60 feet	21	7d8
Extraordinary	90 feet	270 feet	90 feet	22	8d8

EVENTS

ERUPTION

When an eruption occurs many side effects could occur. Generally speaking explosive eruptions are way more dangerous than the effusive ones, as they release powerful gases and shockwaves.

EXPLOSIVE

Explosive eruptions tend to release a powerful shockwave when they happen. Creatures in the whereabouts may become deaf because of it and even die from the vibrations. When a creature is invested by a shockwave it makes a constitution saving throw, taking thunder damage and becoming deaf on a fail, or only taking half damage on a success. In the following table we can see how the damage and DC of the saving throw change with the distance from the explosion (the column distance details the maximum distance under which the parameters are the ones described in the row)

WEAK EXPLOSIVE ERUPTION

Distance	DC	Thunder Damage	Deafness
100 feet	14	4d8	Yes
300 feet	13	3d8	Yes
600 feet	12	2d8	No
1 mile	11	1d8	No

DEVASTATING EXPLOSIVE ERUPTION

Distance	DC	Thunder Damage	Deafness
300 feet	24	10d10	Yes
600 feet	23	10d8	Yes
1 mile	22	9d8	Yes

EARTHQUAKE

Earthquakes tend to be mostly harmful for buildings and other big structures, but the falling debris can be lethal to any living creature in the whereabouts. Furthermore sinkholes and fissures may open up, putting in direct danger people and all sort of creatures.

TEMPERATURE OF BIOMES

BIOME TEMPERATURES

Temperature	Biome
Extreme Cold	Ice
Cold	Taiga, Tundra
Cool	Steppe
Mild	Grassland, Temperate Forest
Warm	Savannah
Hot	Tropical Forest
Extreme Hot	Desert

NOT ALL BIOMES?

Many biomes do not have a specific temperature range and can be found all over the world with different temperatures and the table is just a guide to follow in the first place: its main purpose is to allow the DM to quickly understand how to relate to a certain standard biome and organize the environment and the hazards at a glance.

SEASONS

Seasons modify the Biome temperatures table: during winter any environment moves by one stage up (towards the extreme cold) in the table and during summer any environment moves one stage down (towards the extreme hot).

There are of course exceptions, for example The Ice environments of the poles or a tropical desert do not change their positions during the different seasons.

METEOROLOGICAL EVENTS

The same meteorological event can affect a biome in a way and a different biome in another way, for example a storm can bring hail in a cold or extremely cold environment, while it can cause a flood in a tropical setting.

LONG AND SHORT RESTS

In extremely hot or cold environments a long rest made in an area not repaired from the environmental hazards, temperature included, does not provide all the benefits it usually would except for rangers and druids, which are unaffected by the environment in these regards. A creature taking a long rest under such conditions:

- regains only half of the total HP.
- regains only half (rounded up) of its spell slots, per spell slot level.
- if it has a level of exhaustion it makes a DC 10 constitution saving throw, not regaining it on a fail.

Also short rest do not provide all their benefits (except, again, for rangers and druids):

- a creature taking a short rest in such environmental conditions regains half of the HP it rolls using the hit dice.

EXTREME COLD

Whenever the temperature is at or below -4 degrees Fahrenheit (-20°C), a creature exposed to the cold must succeed on a constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. During the night the saving throw is made with disadvantage. A long rest resets the DC to 5, while a short rest lowers it by 1. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to extremely cold climates. Creatures with cold gear have instead advantage in the saving throw.

FRIGID WATER

In an extremely cold environment creatures in contact with frigid water take 1 cold damage for every minute they spend in contact with the water.

COLD

Whenever the temperature is between -4 and 32 degrees Fahrenheit (-20°C / 0°C), a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. During the night the saving throw is made with disadvantage. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to cold climates. Creatures with cold gear have instead advantage in the saving throw.

COOL

If the temperature of a climate is between 32 and 50 degrees Fahrenheit (0°C / 10°C) it is considered cool. A creature can travel in a cool environment for a number of hours equal to half its Constitution score before suffering any effects from it. A creature exposed to the cool environment must succeed on a DC 7 constitution saving throw at the end of every two hours or take one level of exhaustion. Creatures with resistance or immunity to cold damage or with cold gear automatically succeed on the saving throw, as do creatures naturally adapted to cool climates.

In a cool environment there is a 10% possibility that the weather of a day becomes cold. If that is the case that day has to be treated following the rules for a cold climate. If the weather of a day becomes cold there is a 50% possibility that also the weather of the subsequent day is cold.

MILD

A mild, or temperate climate does not cause any harmful effect. A climate is considered mild if its temperature is between 50 and 70 degrees Fahrenheit (10°C / 20°C)

WARM

If the temperature of a climate is between 70 and 85 degrees Fahrenheit (20°C / 30°C) it is considered warm. In a warm environment, when it is not raining there is a 10% possibility that the weather of a day becomes hot. If that is the case that day has to be treated following the rules for an hot climate. At night these effects vanish.

Hot

A creature can travel in an hot environment for a number of hours equal to half its Constitution score before suffering any effects from it. When the temperature is between 85 and 104 degrees Fahrenheit (30°C / 40°C), a creature exposed to the heat must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour, up to a maximum of 12. Creatures without access to drinkable water, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Extreme Hot

When the temperature is at or above 104 degrees Fahrenheit (40°C), a creature exposed to the heat must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, without access to drinkable water or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to extremely hot climates.

Shadows and Night

Creatures may prefer to travel during night or to rest in shadows in the case of an extremely hot weather. In fact, if the heat comes from a light source like the sun the weather is treated only as hot during the night and the DC for the saving throw against the effects of extreme heat can't become higher than 12 while in the shadows.



ICE

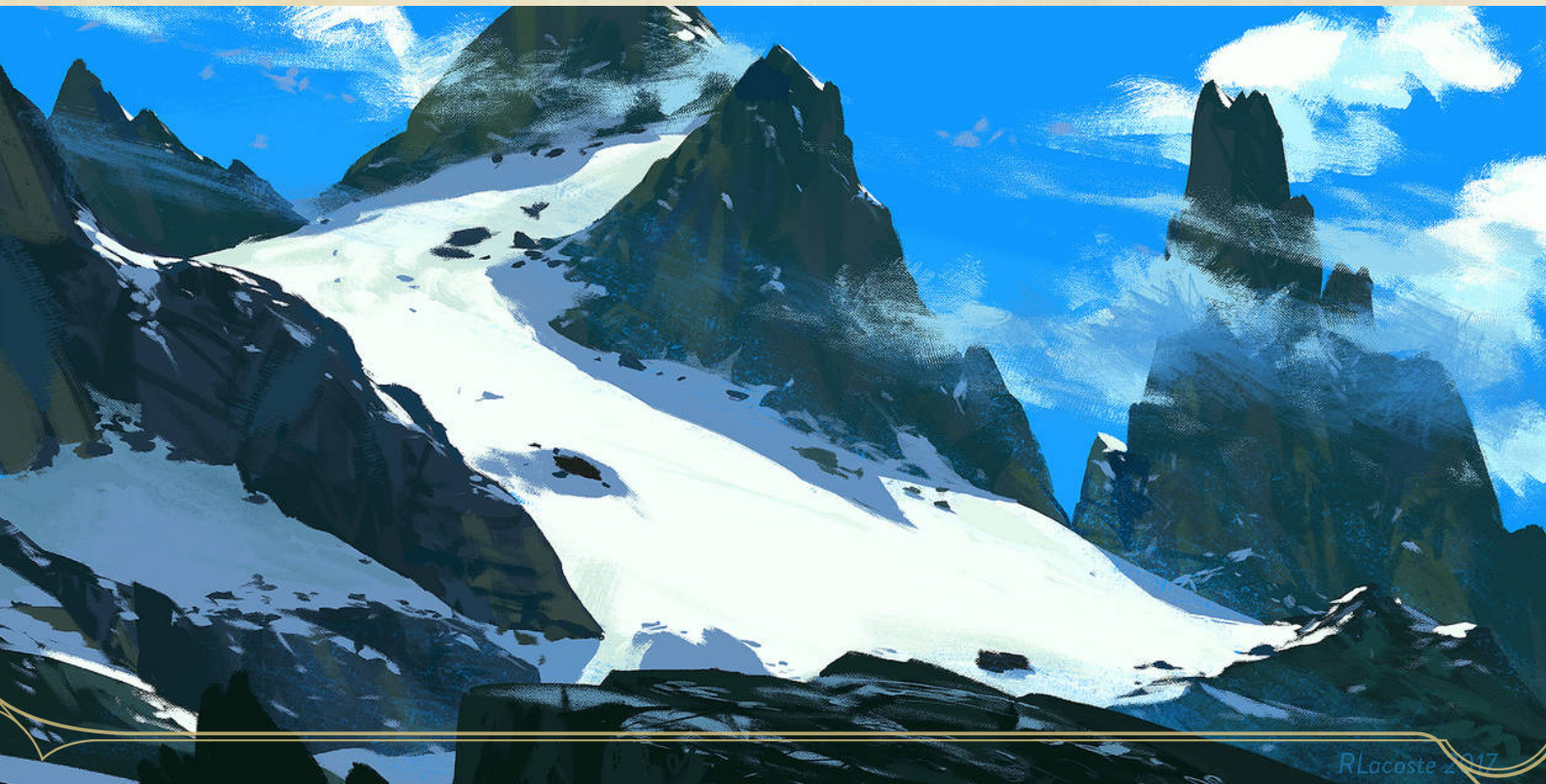
In an icy environment usually there aren't plants. Sometimes there can be some animals that can tolerate such an environment, but it is a rare occurrence (penguins, polar bears, arctic foxes and arctic hares are some of the few animals to tolerate this environment and they still prefer either a coastal area or the tundra)

Usually the ground is covered in layers of ice and snow, in summer there is less snow and the ice appears more often, but in winter it is almost always covered in different amounts of snow. There may be mountains and mountain ranges and rocks here and there. underground is usually slightly warmer, so maybe a cave could mitigate the effects of the climate.

Where there is ice usually there isn't water, in fact icy environments are often pretty dry and it is uncommon (25% chance) for precipitations to occur. If it happens it usually snows a lot, resulting often in blizzards.

GLACIERS

A glacier is an area, usually found on top of mountains, that can be considered as if it is an icy environment and therefore threatened as such, for example for the purpose of determining the temperature level or to take into account what hazards and obstacles travellers could find in there.



TUNDRA

In the tundra there isn't almost any tree, shrub or tall grass. The only forms of vegetation are short grass, small bushes, moss and lichens. The landscape is arid, deserted and often covered in snow.

The animals that inhabit the tundra are adapted to the cold environment and are sturdy and resilient. They are experts of survival and resource gathering even in the worst periods when they have to dig in the snow to find small amounts of food.

In absence of rocks, hills, caves or mountains the tundra does not offer repair, so creatures travelling are directly exposed to the weather almost all the time.

TAIGA

Taiga is the name of vast, neverending cold forests, with tall trees and often, especially in winter, filled with snow. The climate in the taiga is slightly warmer than in the tundra and surely it is more humid. The trees offer repair from the weather and there is a greater amount of animals that dwell in this biome. It remains an unforgiving environment and getting lost is pretty easy, especially with a snowfall or without adequate preparation.

TEMPERATE FOREST

A Temperate forest is the typical collection of trees, grass and shrubs: there isn't a lot of difficult terrain (only 10%) because plants usually grow sparse, except maybe near rivers or lakes. The climate is usually mild, but it can also be cool (20%) or warm (20%).

SHRUBLAND

The Shrubland is characterized by the abundance of shrubs and bushes. Such an environment is usually difficult terrain because of the thickness of the plants and the sheer amount of them. An arid shrubland instead has more sparse vegetation and therefore doesn't slow down creatures. Trees are not necessarily common, but often shrubland is characterized by isolated trees or small woods, especially in the less arid cases. Grass is usually not tall.

Plains or hills may present a shrubland as well as the borders of deserts, of forests, of grasslands and near the coast.

STEPPE

Harsher than grasslands steppes are usually a cool environment. Rivers often cause marshes with frigid water and food is scarce. There is a 50% chance that the winter causes the environment temperature to become extremely cold. In the steppe trees are really scarce, while grass is common, although there are more arid areas (25%).

During winter snow is frequent, causing the land to become difficult terrain.

Marshes and rivers are quite dangerous because of the frigid water and the damage it can cause to unprepared travellers.

GRASSLAND

Grassland is characterized by one thing: grass. It is usually short, although there are areas where it grows taller. There aren't many trees, but if there is one often there are others nearby and there may be small woods, especially near rivers, mountains or hills. Grasslands often act as green bridges between forests, but other times they are so vast that they can't be considered as such. grasslands are usually in plains or on hills, but if there are flatter mountain ranges we can find grasslands at higher altitudes.

SAVANNAH

The Savannah biome is quite variegated and it looks as a mixture of grassland, shrubland and forests. In fact what characterizes the Savannah environment is the presence of trees and shrubs in scarce quantity, especially in the most arid areas.

Usually we can find tall grass, that gives advantage in stealth checks to small creatures (or to short ones or creatures that are crawling) in it.

ARID SAVANNAH

In this environment the grass is often in patches, with a lot of bare terrain, being it either rock, ground or sand inbetween. Trees are really scarce as well as bushes.

LUSH SAVANNAH

In this environment trees and bushes are quite common, even forming small groups that cast shadows and offer repair and places to rest and hide. This environment is more common near rivers and lakes or in places where it rains with a certain regularity.



TROPICAL FOREST

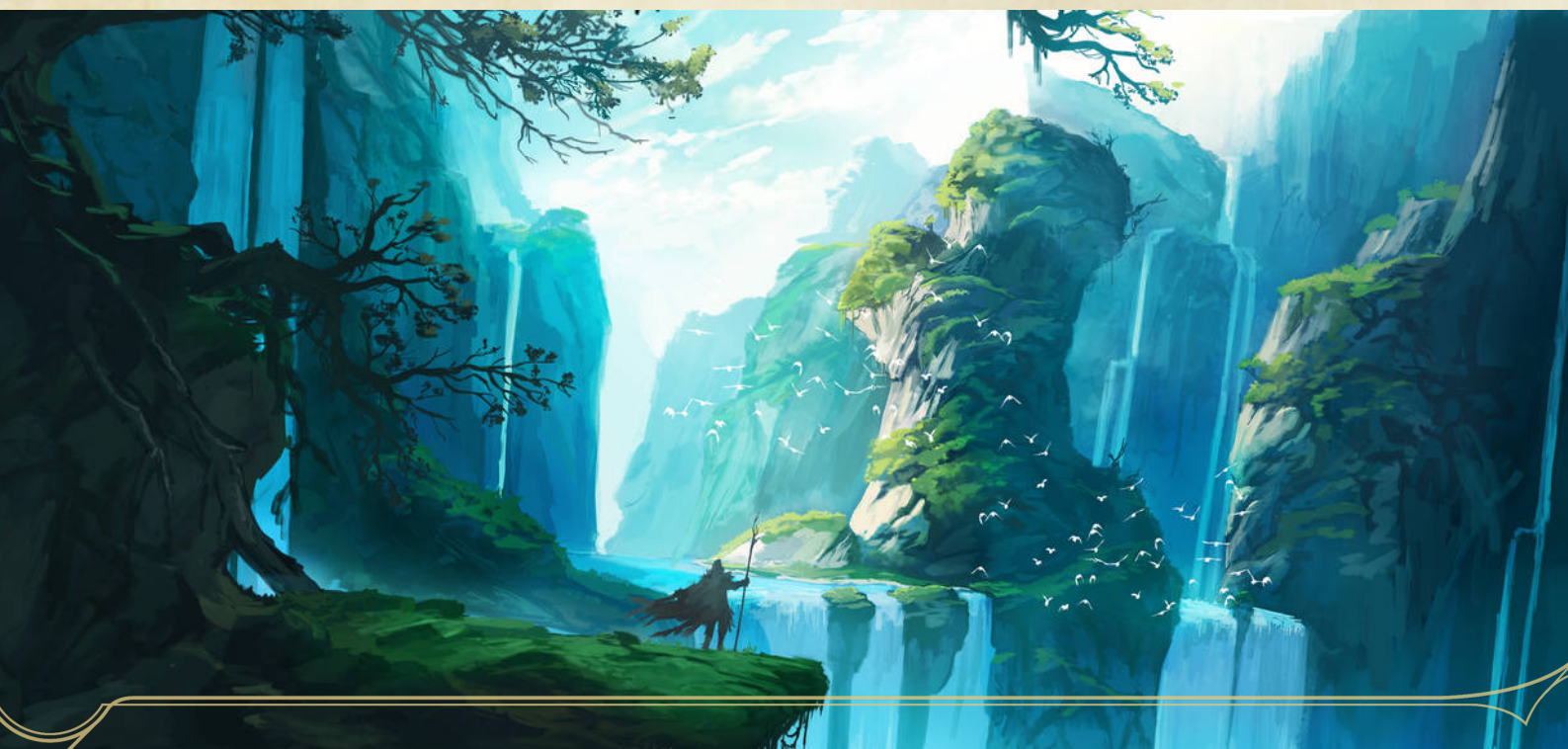
Tropical forests are characterized by the usually hot and humid climate and by the incredible amount of plants and animals that can be found. Vegetation is lush and florid and animals are common and diverse. The vegetation is so thick that often (80%) it counts as difficult terrain, although in certain places the trees are so tall and big that don't let the light pass through. In that case plants do not grow that much and the way is more free to walk.

Rivers and marshes are quite common, but sometimes a tropical forest can develop on hills or short mountains, presenting verticality, caves, rock pillars, stone walls.

SHADOWS AND COLOURS

Many portions of the tropical forest are so dense in vegetation that the ground level is lightly obscured and even during the day it can sometimes (25 %) be considered in dim light.

Additionally plants and trees provide a lot of cover and places to hide, giving advantage in any stealth check made by creatures that have proficiency in stealth.





HAZARDS

GYMPIE PATCH

Upon coming in contact with this plant creatures must make a DC 16 constitution saving throw. If they fail they get poisoned, taking 1 poison damage and 1 psychic damage immediately. They also take this damage every hour. Every day they can repeat the saving throw, ending the effect on a success.

MOVING IN THE TREES

Creatures moving on branches must make an acrobatics check every minute to not fall and whenever they take the movement action if initiative is rolled. The DC of the check is 10 if they move at half speed, 15 if they move normally and 20 if they move fast, without caution or use the dash action. On a fail a creature must make a DC 15 dexterity saving throw to try to grab onto something. The DM may increase this DC depending on the situation, for example if there is nothing to grab or if the surface is oily or slippery, the weather is harsh or there is a strong wind.

Wood is a strong material, but it can still break if there is too much weight or it gets damaged. If a branch breaks a creature must make a DC18 dexterity saving throw to grab onto something. Such DC could increase or decrease accordingly to the situation.

The following table will give some weight tolerances for different types of wood with branches of different radius.

WOOD RESISTANCE

Radius	Weight Tolerance	Weight Tolerance at 10 feet	Weight Tolerance at 50 feet
1 inch	1d4x40 pounds	1d4x20 pounds	1d4x4 pounds
3 inches	1d6x400 pounds	1d6x200 pounds	1d6x40 pounds
6 inches	1d4x3000 pounds	1d4x1500 pounds	1d4x300 pounds
1 foot	1d6x10 tons	1d6x5 tons	1d6 tons
2 feet	1d4x100 tons	1d4x50 tons	1d4x10 tons
3 feet	1d4x400 tons	1d4x200 tons	1d4x40 tons
5 feet	2d4x800 tons	2d4x400 tons	2d4x80 tons
10 feet	1d6x10000 tons	1d6x5000 tons	1d6x1000 tons

COMPLICATED MATTER

It is necessary that more the weight is away from the trunk, less the branch will resist to it: when determining weight tolerance the DM will either multiply by the number of feet a weight is placed away from the trunk, divided by 5 or divide the weight tolerance of the branch by the same amount.

A burned or highly damaged branch has half weight tolerance.

DESERT

Deserts are characterized by one thing: lack of water; in fact there can be even non hot deserts and even icy areas can be considered deserts. With the lack of water comes the lack of vegetation and the scarcity of animal life as well.

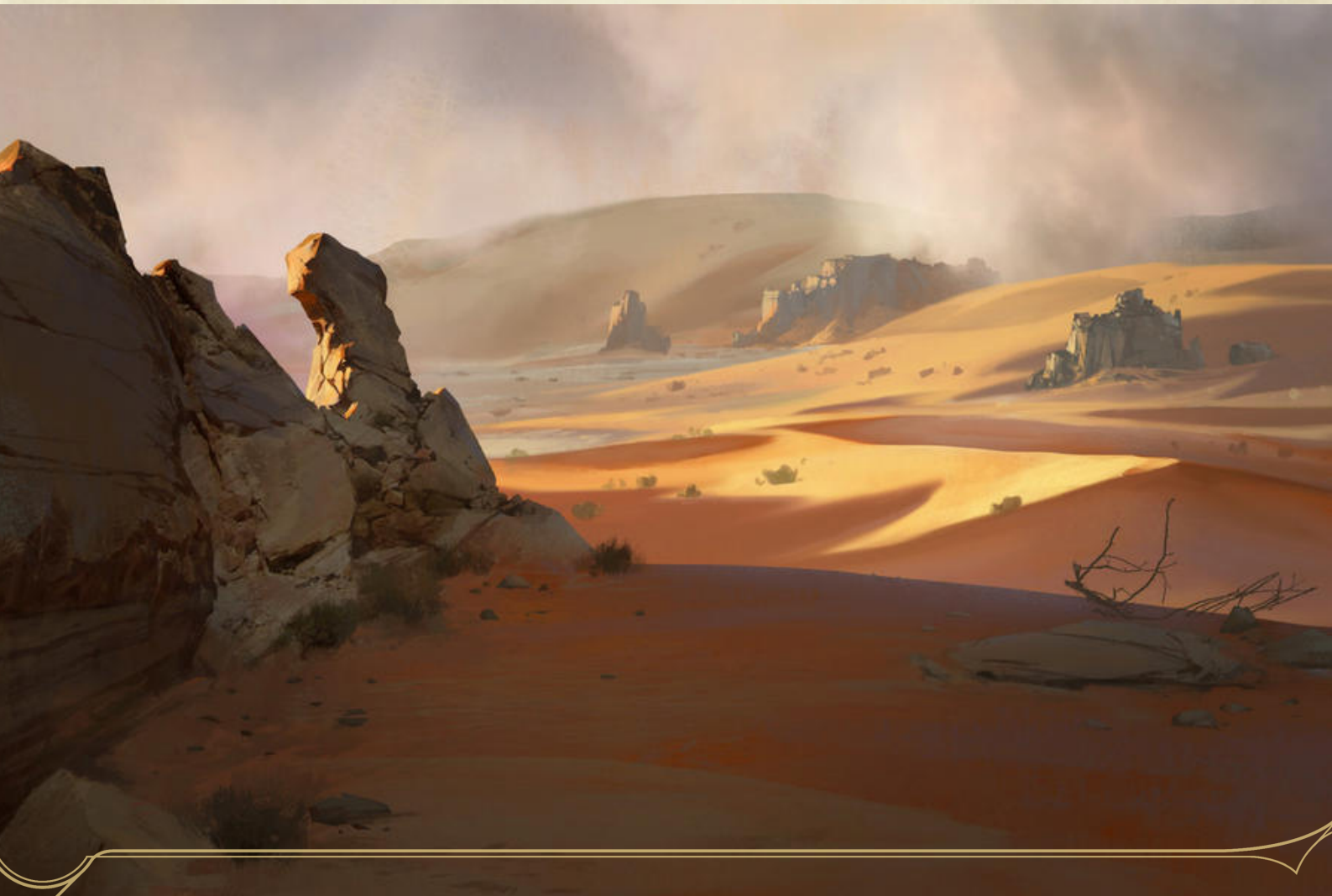
SAND DESERT

Sand is considered difficult terrain. Additionally creatures that come in direct contact with it in an extremely hot climate take 1 fire damage every 30 feet of movement. Creatures naturally adapted to an extremely hot environment don't take this damage.

ROCK DESERT

Rock Deserts do not have great amounts of sand and therefore the ground usually is not difficult terrain. This said the shapes of the rocks are sometimes irregular and sharp and a lot of climbing may be required, especially in mountain deserts and canyons.

-	Animal	-	Animal
1	Oryx	21	Desert Jackal
2	White Oryx	22	Rattlesnake
3	Scimitar Oryx	23	Yellow Scorpion
4	Addax	24	
5	Camel	25	
6	Dromedary	26	
7	Aoudad	27	
8	Desert Bustard	28	
9	Dama Gazelle	29	
10	Lesser Gerboa	30	
11	Greater Gerboa	31	
12	Lesser Bilby	32	
13	Greater Bilby	33	
14	Mulyamiji	34	
15	Tagua	35	
16	Ostrich	36	
17	Wild Donkey	37	
18	Hemione	38	
19	Desert Lion	39	
20	Desert Wolf	40	



OASIS

An oasis is caused by a certain amount of water being gathered in a point, either because of an underground collection of water, a surface lake, a spring or a place where water remains for a long time after a rare rain (seasonal pools). Depending on the size of the oasis the environment can be different than the desert, for example the area surrounding a big pool of water can become shrubland. In other cases instead there is just a good amount of vegetation, but the overall environment doesn't change.

d10 Encounter

- | | |
|---|-------------------|
| 1 | Merchant Caravan |
| 2 | Pack of Lions |
| 3 | Young Blue Dragon |
| 4 | Group of Bandits |
| 5 | Herd of Oryxes |

d10 Damage Type

- | | |
|----|-----------------|
| 6 | Herd of Camels |
| 7 | Solitary Hermit |
| 8 | |
| 9 | |
| 10 | |



MOUNTAINS



HAZARDS

FALLING MATERIALS

In mountains (but also in canyons and near volcanoes) it is not uncommon for solid matter like rock or ice to fall down because of different reasons, like earthquakes, powerful explosions, loud sounds or because of other unforeseen causes. If creatures are standing on the ground that starts sliding they must make a dexterity saving throw to avoid to fall falling together with the material on a fail. Creatures falling together with materials take damage for every 15 feet they move within the effect plus the falling damage at the end of the fall if the master considers it can be taken into account. For example a non vertical rock slide deals damage to creatures that move within it, but they won't take falling damage, while a waterfall doesn't deal damage to the creatures inside of it, but if it is vertical it will cause the creatures to fall and therefore take the proper damage.

Sliding matter usually moves at 100 feet per round (while falling material obviously falls at 500 feet per round) and can be represented as a line of different width depending on the size of the effect itself. The length of the line usually isn't greater than 100 feet. If initiative has been rolled sliding matter moves first in the round.

If creatures are on the way of the sliding material they must make a dexterity saving throw to avoid it, taking damage and being transported away as if they were falling together with the rocks on a fail.

In the following table are detailed DCs, sizes, damage of the various possible effects.

SLIDING MATERIAL

Sliding Effect	Line Width	DC	Damage	Impact Damage	Speed
Small Landslide	10 feet	15	1d4 bludgeoning	8d4 bludgeoning	100 feet
Landslide	30 feet	20	1d4 bludgeoning	8d4 bludgeoning	100 feet
Small rock slide	10 feet	16	1d6 bludgeoning	8d6 bludgeoning	100 feet
Rock slide	20 feet	21	1d6 bludgeoning	8d6 bludgeoning	100 feet
Slavine	15 feet	16	1d4 bludgeoning + 1d4 cold	6d4 bludgeoning + 4d4 cold	100 feet
Avalanche	30 feet	21	1d4 bludgeoning + 1d4 cold	6d4 bludgeoning + 4d4 cold	100 feet
Waterfall	10 feet	16	-	8d6 bludgeoning	150 feet
Wide waterfall	30 feet	21	-	8d8 bludgeoning	150 feet
Lava torrent	10 feet	14	special	2d8 bludgeoning + 1d8 fire	30 feet
Fast lava torrent	20	20	special	2d8 bludgeoning + 2d8 fire	60 feet



LANDSLIDES AND ROCK SLIDES

Rock slides may be caused by earthquakes (10% probability), powerful explosions (10%), floods (5%) or loud sounds (5%). Landslides instead happen because of earthquakes (5%), powerful explosions (5%), floods (15%) and frailty of the ground. Woods and even single trees are sometimes able to prevent these two phenomena to happen or to stop them on their path thanks to the extension of their roots. Stones and rocks of various sizes run over everything causing damage to creatures, things and modifying the landscape. It is possible that at the end of their run anything that they were dragging remains buried underneath.

SLAVINES AND AVALANCHES

Slavines and Avalanches may be caused by earthquakes (10%), heavy precipitations (5%), powerful explosions (15%), loud sounds (10%) and frailty of the ice. Woods and even single trees are sometimes able to prevent these two phenomena to happen or to stop them on their path thanks to the extension of their roots. Snow, block of ice and even stones of various sizes run over everything causing damage to creatures, things and modifying the landscape. It is possible that at the end of their run anything that they were dragging remains buried underneath.

WATERFALLS

Waterfalls usually do not happen randomly and instead are found when a river falls over a steep precipice. This said, sometimes the water can be trapped, for example inside a dam. If the dam is broken the water is expelled at high speed and will run over for miles before it slows down.

LAVA TORRENTS

There are two types of lava torrents: slow moving ones, that, taking their time will run over almost anything on their path, incinerating and burying it and fast ones, that although slower than water are quite rapid and will expand and submerge, melt and burn anything that stands before them.

If a creature is transported within a lava torrent the damage is applied accordingly to the before written section

Molten Lava and **Solid Lava**

LOW CLOUDS

Mountains, especially the higher ones are often surrounded by clouds. The clouds count as fog for the purpose of determining visibility.



MARITIME AND WATERY ENVIRONMENTS

In this section the proximity with water, being it freshwater or marine water is the most important factor to keep in mind, but not the only one.

WAVES

Waves are usually caused by wind, storms and marine or oceanic currents, but, especially in a coastal area they can be the result of an earthquake or a rockslide or an eruption that ended up in the water.

Waves move at a 40 feet speed and have a width equal to 10 times their height. Without water under itself a wave can move on land for a number of rounds equal to half its height (rounded down).

A wave has a probability to collapse and hit anything under itself, in the open sea (more than 100 feet from the coast) this probability is halved. When a wave impacts onto a creature it deals bludgeoning damage and on a failed strength saving throw it knocks the creature prone and deals additional damage from the impact with the ground or water underneath equal to the previous damage.

Creatures swimming that meet a wave must make an athletics check to swim over or underneath the wave without being dragged by it. They can repeat the athletics check at the beginning of their turn to swim past the wave. The DC of the saving throw and the athletics check, together with other parameters of the wave are detailed in the following table.

WAVES

Height (feet)	DC	Damage Cause		Collapsing Probability
5	10	-	Normal wave of a wavy sea	100%
10	12	1d4-2	Strong wave of a wavy sea	90%
15	14	2d6	Strong Wind	80%
20	17	3d6	Incredibly strong wind, powerful earthquake, Rock/Landslide	70%
25	20	3d8	Storm, weak cyclone, massive earthquake, big landslide, open ocean current	50%
30	23	4d8	Powerful storm or cyclone, incredibly powerful earthquake or eruption, open ocean current	20%
35 or more	25+	4d10	Powerful storm or cyclone, incredibly powerful earthquake or eruption, strong open ocean current	10%





SWIMMING AGAINST THE CURRENT

To swim against a current you must make an athletics check every minute. On a fail that creature is dragged by the current at half the speed of the current for that minute, on a success instead the creature can move at half its swimming speed. Creatures swimming in the same direction of the current instead move at double their swimming speed. Creatures with a swimming speed have advantage in the athletics check.

If initiative is rolled the check is made every round, at the beginning of each creature's turn.

In the following table the different DCs and speeds of the current are detailed.

CURRENTS

Name	Speed	DC
Weak Current	20 feet	5
Regular Current	30 feet	9
Strong Current	40 feet	12
Powerful Current	60 feet	15
Extreme Current	100 feet	18
Overwhelming Current	140 feet	21

SWIMMING TOO MUCH

If a creature that does not have a swimming speed swims for more than two hours it must make a DC 11 constitution saving throw or athletics check at the end of the third hour. For each additional hour the DC increases by 1. On a fail the creature swimming takes one level of exhaustion.

Creatures swimming against the current have disadvantage on the saving throw and roll every thirty minutes instead.

SMALL ISLANDS

Small Islands are completely exposed to the fury of the elements, especially of the sea: waves, hurricanes, storms, floods, all of these effects must be taken into account on small islands. This said, except than for extremely cold places small islands are often free from dangerous predators and could provide food in good quantity. Also, if there is vegetation probably there is a freshwater source, that, given the reduced size of the island could be easy to find.



COASTLINE

The coastline is that portion of land within 1 mile from the sea. The inner part of it is usually a peaceful area, where life thrives except for extremely cold areas. There can be predators from time to time, but they are not that common, instead there may be many scavengers and opportunistic creatures.

It has to be considered that the sea brings wind with itself, together with storms and waves. That is why a coastal area is the most dangerous place regarding potential damage caused by waves.

ROCKS

Except in the case of beaches usually the coastline is made of rocks of different sizes, therefore waves can be even more dangerous on the coastline because they can throw creatures against such stones when collapsing; the damage a wave does to creatures when thrown against rocks is increased by one damage die.

PROMONTORY

A promontory can be considered a mountain that ends up in the sea. A strong wind can be really dangerous on the verge of the stone formation as well as rock slides and similar effects.

BEACH

A beach is an open area, usually without many places to hide, although there can be solitary big stones or structures like shipwrecks. Beaches can be made out of sand or small rocks.

MANGROVES

Mangroves are coastline plants that adapted to grow on the coast with their roots underwater attached to the bottom of the sea. They create jungles near the sea where it is relatively easy to get lost but also to hide from hunters, predators and pursuers.

Mangrove trees can be used to move over the water without entering it as their branches and their tall roots are often tangled and interconnected together.

UNDERWATER FOREST

Underwater forests, often created by Kelp or other marine plants and algae are a bewitching, fascinating sight: the plants grow from the bottom and reach up to the surface, covering the scenery almost like curtains and banners behind which creatures can hide and get cover.

The landscape is intriguing, but monotonous and at the same time disorienting, it is pretty easy to get lost inside of these forests.



CORAL REEF

Coral Reefs are structures built by corals growing from the bottom of the sea either near the coastline or further away. These structures usually, but not necessarily form in shallow water, commonly being found within 90 feet from the surface and reach heights of up to 60-90 feet or even more in the case of deeper reefs.

Generally they almost reach the surface, therefore generating safe islands even in the open sea, because, although predators often visit and hunt on the reefs the biggest ones could be afraid of stranding themselves, therefore avoiding the inner portions of the structures.

Storms affect coral reefs as well as big waves do and an impact against the coralline structures can be considered rocks for the purpose of determining the damage of a wave.



COASTAL SEA

The coastal sea, together with coral reefs is the place where life gathers in the seas. Here there are many small creatures, plants, algae, caves, rock spikes, sandbeds, steep falls etc. Because of low water, the presence of the coastline and many holes and hideouts big predators often don't risk to get too close, being afraid to beach themselves or remain restrained without enough space to move.

OPEN SEA

Open sea is that portion of sea that is so far away from the coast that it isn't visible anymore. It is way easier to get lost without any landmark and the atmospherical phenomena may be wilder or more difficult to deal with.

LACK OF FRESHWATER

Without a simple, but necessary set of tools the saltwater shouldn't be drank and it can damage the body: a creature that regularly drinks saltwater in place of freshwater counts as if it drinks only half the amount of freshwater required for the day. It also loses 1 HP at the end of a long rest and the HP lost this way can't be recovered until the creature drinks one gallon of freshwater.

Creatures naturally adapted to the sea do not suffer from these problems with saltwater.

FRESHWATER SEAS

Oceans are filled with saltwater because of the salt that is gathered in them, of course in a fantasy setting nothing stops the DM to create a freshwater sea.

LACK OF FOOD

There aren't many fishes and other animals in the open ocean. And usually if there is any it is a predator or a massive animal nonetheless.

MAELSTROM

Whirlpools are spiraling currents that drag creatures and objects towards the bottom of the ocean. The biggest whirlpools are called maelstrom.

They can be represented as cylinders of different radius and depth, that usually equals four times the radius, that normally ranges between 5 and 60 feet. Generally the rule is larger the whirlpool, stronger the current: a creature dragged inside a whirlpool that tries to escape it follows the same rules as if it is swimming against two currents, one towards the center and bottom and one horizontally, depending on the rotation of the whirlpool.

A whirlpool with a current that has an extreme, overwhelming or greater intensity can be called a Maelstrom.

DEEP SEA

Deep sea is that portion of sea (and in an imaginary setting also lakes) below 600 feet.

Daylight penetrates water for up to 60 feet. The portion of the sea between 60 and 600 feet is considered in dim light and below that it's in darkness. During night all the sea is considered in darkness except with an exceptionally bright moon. In that case the first 60 feet of water are in dim light.

In the deep sea there aren't ways to orientate except if there are artificially placed items, underwater mountains or if the seafloor is reached. Near the coast it's easier for characters to orientate themselves thanks to the rock walls that descend into the abyss.

DEPTH AND PRESSURE

Creatures that live in the surface are subject to the pressure of the water column over them when they dive deep into the water. Every thirty minutes creatures swimming at a depth of 1000 feet or more make a DC 15 constitution saving throw, taking one level of exhaustion and 3d6 bludgeoning damage on a fail. Every 500 additional feet of depth the DC increases by 1 and the damage by 2d6.

Creatures with a swimming speed, proper gear or resistant to bludgeoning damage have advantage in the saving throw, while creatures immune to such a damage and creatures naturally adapted to diving or to live in that environment automatically succeed. Creatures that move vertically at a speed greater than 60 feet have disadvantage in the saving throw because the body doesn't even have the time to try to adapt to the different depth.

The reverse of this effect is also true: creatures that live in the depths and move towards the surface may be subject to the same effects.

LACK OF WATER AND FOOD

Exactly like with open sea in the deep sea generally there isn't freshwater or a lot of food. Nonetheless near the coast there is surely more.



MARSHES

Marshes, swamps or bogs form in presence of great amount of water either being slightly underneath or over the ground. This includes areas where the riverbank is short or where the water of a lake or of the sea is shallow.

Moving in a marsh usually counts as moving in difficult terrain. This is not necessarily the case as there can be dry patches or rocks that allow for a normal pace, but the most wet places or the areas filled with thick vegetation, water or mud certainly count as difficult terrain.

FRESHWATER

LAKES

Lakes are usually full of freshwater, but on the coastline there can be some filled with saltwater trapped in from the sea when its level was higher. Generally speaking lakes are not that deep, but they could reach 1-2 miles of depth in rare cases.

FROZEN LAKES

In cold or extremely cold weathers the surface of a lake freezes, usually being considered **thin ice**. The water underneath remains at a slightly warmer temperature, although still being considered frigid water, and therefore there can be life forms swimming and thriving even in these extreme circumstances.

RIVERS

Rivers flow at different speeds depending on the slope and the amount of water. The amount of water also causes rivers to be wider, with widths that can easily reach way more than 1000 feet, even reaching miles and miles. Usually wide rivers have slow currents, while narrower ones have faster currents.

Creatures that intend to go up a river must follow the rules for moving against the current.

RAPIDS

Rapids form when a river is restrained in a relatively narrow space and a steep difference in height and can be considered as small and continuous waterfalls. They are treated as currents of strong, massive, extreme and overwhelming currents.

A creature dragged in rapids takes a certain amount of bludgeoning damage every 15 feet it is dragged by the current. The damage is based on the current speed: 1d6 for strong currents, 2d6 for powerful currents 3d6 for extreme currents and 4d6 for overwhelming currents.

BORDER AREAS

Of course there aren't precise borders between biomes, but nature changes continuously and gradually. There aren't precise rules for border areas but they can be considered a mixture of the surrounding biomes.

FANTASY ENVIRONMENTS

SKY ISLANDS

SOLID CLOUDS

Solid clouds allow creatures to treat them as solid matter even if they appear as clouds. They should be soft, but not too much to block movement. Solid clouds of course would exist because of some sort of magica and they could be used to have sky islands, mountains, but also to build structures. For example cloud giants could live in a castle made out of solid clouds. Depending on your choice these clouds could be easy to shape and easy to be affected by atmospherical events like the win that could carry them around or they could be fixed in their position.

CLOUDS SEA

Seas of clouds happen when solid clouds liquidify a bit, behaving like normal water. In this case moving in them may require to be able to swim and they could be considered difficult terrain if creatures walk inside pools made out of these clouds.

SKY CREATURES

Maybe, depending on your choice, only certain kinds of creatures can properly interact with solid clouds and cloud seas, while normal ones can't.



POISON LAKES

GIANT TREES

HAZARDS

ACID LAKE

NATURAL ACID

Acid lakes and clouds are in fact natural phenomena, but are usually a rare and usually not terribly strong occurrence. They have therefore added in the fantasy section with also more powerful versions.

Creatures in contact with an acid lake must make a DC 16 constitution saving throw when they come in contact with the acid and at the beginning of each turn they start in it. They take 1d4 acid damage on a fail or half as much damage on a success. Creatures that breathe water and don't hold their breath in an acid lake have disadvantage in the saving throw and start suffocating.

A strong acid lake deals 1d8 acid damage instead than 1d4 and the DC to halve the damage is 18.

ACID CLOUDS

Creatures that don't hold their breath in an acid cloud take 1 acid damage every minute. They also must make a DC 14 constitution saving throw every minute or become blinded until they succeed in such a saving throw.

Strong acid clouds deal 1 acid damage to any creature within their area every round and double such damage against creatures that aren't holding their breath. The DC to avoid becoming blinded in a strong acid cloud is 16.

FIRE TORNADO

A fire tornado behaves exactly like a wildfire and a tornado put together: it follows the tornado rules for pulling creatures in and damaging them, but deals damage every turn because of the fire exactly like a wildfire. Although a rare occurrence these phenomena happen also in the real world sometimes, when a whirlwind meets a strong fire.

MORE THAN ONE

The various environments here described can usually be combined, for example marshes can be in a forest or in a steppe, or we can have mountains with forests, lakes and glaciers.

INCREASED GRAVITY

Under a strongly increased gravity weight and fall damage are doubled, as well as bludgeoning damage coming from falling solid matter, like a rock slide.

Creatures non adapted to the increased gravity move at half speed and only if they succeed in a DC 16 athletics check made every hour. On a fail they can move only crawling.

Constitution saving throws made to avoid exhaustion and dexterity saving throws made to avoid to fall are made with disadvantage.

If initiative is rolled creatures that succeed in the check on a 20 can move at normal speed and creatures that fail the check on a 1 are knocked prone.

GIANT CARNIVOROUS PLANTS

GOOEY TRAPPER

Medium sized specimen usually occupy an area equal to 5 square feet, but large individuals may grow to 10 square feet and more than one plant can live near each other.

Whenever a creature completely enters the area occupied by this plant or starts its turn in it, it has to make a DC 15 strenght saving throw or become restrained for the turn as the goo produced by the plant sticks to it and the leaves start closing onto the creature.

On a success the creature is not restrained, but its speed is reduced to 5 feet.

Furthermore a creature that starts its turn in the space occupied by the plant takes 1d4 acid damage.

If a creature fails for three times in a row the next saving throw is made with disadvantage, its DC increases to 18, and the creature becomes completely engulfed in goo, becoming unable to breathe and therefore holding breath and suffocation rules are applied.

GIANT SNAPPER

One giant snapper leaf usually covers a 5 square feet area, but there can be some rare specimen that are bigger. If a medium size or smaller creature enters the space occupied by the leaf it must make a DC 20 dexterity or strenght saving throw as the leaf snaps, blocking the creature inside with enough air for one minute. A creature that starts its turn inside the leaf takes 1d4 acid damage. To escape the creature must either succeed in a DC 20 athletics check made with disadvantage to open the leaf or destroy the leaf: the single leaf has 20 HP and an AC of 11. It has resistance against bludgeoning and thunder damage, but it is weak to fire.

If a creature of large size or larger moves in the space of a Giant Snapper leaf it must succeed in a DC 20 dexterity saving throw or take 2d4 piercing damage.

STRANGLING VINES

Strangling vines cover wide areas, making them difficult terrain and will try to kill anything that moves thanks to their ability to entangle and suffocate creatures.

A creature that enters the area of this plant or that moves in it must make a DC 14 strenght or dexterity saving throw or take 1d4 bludgeoning damage and become restrained. A creature that starts its turn restrained by this plant takes 1d4 bludgeoning and, if it wants to move must make a DC 15 strenght saving throw to free itself from the restrained condition. Everytime a creature fails the DC of its saving throw increases by 1.

5 square feet occupied by this plant have an AC of 11, 15 HP and resistance against bludgeoning and thunder damage.

A successful DC 20 stealth check allows to move through 60 feet of Strangling Vines without being attacked by them.

HIDDEN POOL

This plant has modified leaf that collect water in themselves: they usually have the shape of a 5 feet radius, 15 feet height cylinder, with a cap that closes once a creature slips down.

Creatures that don't notice the plant (that sometimes may burrow, leaving only the visible in the surface that looks like a normal leaf) make a DC 16 dexterity saving throw or fall inside.

The lowest 5 feet of the plant are filled with acid water; that deals 1d4 acid damage to any creature that starts its turn in there, while the rest is empty. The walls of the cylinder are slippery and really difficult to climb: a creature that tries to do so must succeed in a DC 22 athletics check every 5 feet of climb. The cap of the cylinder requires a DC 16 athletics check to be opened.

Of course the plant, that has resistance to bludgeoning and thunder damage can be damaged: the cap has 10 HP and the walls and bottom have 15.

MUNCHING BLOOM

The flower of this plant has evolved jaws, to bite any creature that touches it or its flowers. When doing so the pollen of the plant is left on the corpse of the prey that remains undigested: flies and other small animals that feed on the dead animal will spread the pollen to other plants. A creature that enters the area of this plant or that moves in it makes a DC 16 dexterity saving throw, taking 2d8 piercing damage and becoming grappled on a fail. The DC to escape the grapple is 16. A grappled creature takes 1d4 acid damage at the beginning of its turn. The plant has 30 HP, an AC of 8 and is vulnerable to fire.

GETTING LOST

Because of the lack of clear locations to mark usually it is quite common to get lost in certain environments: after a certain amount of travelling in a specific environment that does not provide noticeable locations to pinpoint a creature must make a survival check or consider itself lost. Such a check is repeated every hour.

A creature that travels at a slow pace has +5 to the roll, while a creature that travels at a fast pace has -5 to the roll.

If it snows copiously or there is a storm or another meteorological effect the check is repeated every ten minutes and if the intensity of the phenomenon is strong enough the creature making the check has disadvantage and an increased DC as it is explained in the section **Low Visibility**.

In the following tables there are provided the DCs for the survival check and the travel time after which a new check is required for certain standard environments.

GETTING LOST DCs AND TRAVEL TIMES

Environment	Travel Time	DC
Ice	One hour	14
Desert	One hour	14
Tropical Forest	30 minutes	15
Taiga	One hour	13
Temperate Forest	One hour	12
Grassland	One hour	12
Underwater Forest	One hour	13
Open sea	30 minutes	18
Deep sea	30 minutes	22

LOW VISIBILITY

The DCs in the table are increased by 1 during night for creatures without darkvision and by 2 in conditions of low visibility like total darkness, thick fog or smoke for creatures that rely on sight to orientate themselves. Depending on the case, for example loud noises or heavy rain also creatures that rely on smell or hearing may have the DC increased. Other causes like a strong current, a storm and other phenomena may increase the DC accordingly to the master's will.

THE NAVIGATOR

If a group is travelling together they pick a navigator that will make all the rolls and checks. If both the navigator and at least another member of the group have proficiency in survival all the survival checks are made with advantage.

LOSING MEMBERS OF A GROUP

If more than a creature are travelling together in an area that would impose the before mentioned check they must make a survival or perception check following the same DCs detailed before to not lose track of each other during a copious snowfall every minute. It counts as a low visibility condition. Other comparable meteorological effects are treated in the same way.

Additionally the creatures have disadvantage during a blizzard, a snowstorm, a sandstorm an hurricane and other phenomena of enough strenght. The DC may increase or decrease thanks to other factors, like added variables, exceptional intensity, a flood, a fight etc.. Each creature that succeeds in the check does not lose track of other creatures for that minute.

An useful trick to not lose track of each other is being held together by a rope. This will impose disadvantage on any dexterity saving throw and reduce the movement speed to the lowest of the group, but, as long as the rope is intact will provide an automatic success in the survival check to not lose track of the others.

RARE MATERIALS

STEELWOOD

Steelwood is a special type of wood, which has all the mechanical properties of steel while remaining relatively light, as a middle to heavy wood type. It doesn't rust, because it is still wood, but once dried it doesn't decompose either if not grinded to dust. On the other hand it can catch on fire and burn as a common wood type would do.

DRAGONGLASS

Dragonglass is glass obtained when the flames of a dragon or a phoenix are used. Once created the glass is flame proof and quite resistant to projectiles and hits as well and the only way to melt it is thanks to dragon's or phoenix fire.

SINGSTONE

Singstone is a special type of rock that when touched or hit emits clean, well tuned and usually quite loud, sounds. The specific sound depends on shape, size, force of impact and variety of the stone. It is said that sculptures made out of this stone whisper to people looking at them for too long.

ELANTRUM

Elantrum is a rare, special, precious stone, that is completely immune to all magical effects and force damage and it is also quite resistant to common sources of damage. The material itself is incredibly rare, brittle and difficult to work with, so much so that it is used only in jewelry and in some kinds of buildings for its innate properties to negate magic, a capability akin to the spell antimagic field. As a powder it can be used to damage magical creatures or to start a reaction to a spell, while as a gemstone it may be used as a talisman against weak spells or, if encased in a weapon, to damage spellcasters particularly well.

PYRINIUM

This crystalline substance is always hot and it is often surrounded in fire, as long as air is present. The contact with a pyrinium crystal sets flammable objects on fire and deals 1 fire damage for each minute of contact. The stone itself is not that shiny, appearing of a dirty, faintly glowing, dark red.

ABSOLUTE ICE

Absolute ice is ice that never melts. Contact with it deals 1 cold damage for every minute an instantly freezes water, air and whatever is in the immediate surroundings of it. It can be used to craft boxes or bottles to keep substances cold as well as weapons that deal cold damage. Sometimes it is used as building material: its strength is way greater than normal ice, even being comparable to steel, but the surface gets slippery easily, especially in presence of heat sources and except for a few creature not many beings can survive prolonged contact with this material, especially on a large scale.

GLOWSTONE

Glowstone is a type of stone that is able to glow: the purest variations emit bright light within 60 feet and dim light within 120 feet, although weaker varieties are way more common.

LEVIRITE

Levirite and its derivatives, called levirite materials are affected by a strong force that makes them levitate, away from gravitational fields. This force isn't infinitely strong and levirite can't float further away than a certain amount, depending on the precise amount of mass the object has.

LUNITE AND LUNERAL

Lunite and the metal that can be extracted from it, the luneral glow faintly if exposed to moonlight. Precise stonemasonry and blacksmithing allows to produce precise patterns and even to summon magical effects which the material is naturally predisposed to develop. The more common effects are motion of the stones or levitation, but also animation, sound and more light emission. Sometimes these materials can be carved with glyphs and runes to reach more complex effects.

ARCANITE

Arcanite crystals have the ability to store or discharge magic: depending on the rarity and purity of the crystal, as well as its dimensions it can store pure magical energy, high level spells or spells ready to be unleashed, while lower quality crystals are less powerful, albeit still highly valuable. Raw arcanite can be dangerous, as it can spontaneously absorb and redirect spells and magical projectiles.

MAGINITE

Differently from Arcanite, maginite crystals can produce an infinite amount of magic, although they have to charge up if they are depleted too rapidly. This fact makes maginite one of the most sought after materials in the world and they are used in high magical settings, temples, powerful artifacts etc... Only the purest maginite crystals can recharge and they do so over long time. Less perfect ones tend to lose their magic over time.

VIRIDITE

Viridite is a greenish solid substance with the consistency of quartz. It is highly acidic: direct contact with a pure viridite surface deals 4d6 acid damage every turn. Viridite stone is quite brittle, so it is often used as dust or shards, or mixed together with other substances, producing less powerful acidic effects. The only materials immune to viridite effects are pure glass, mithral and magical objects and substances.

OTHER BREWS (WIP)

Revised Races <https://homebrewery.naturalcrit.com/share/pJqPdqlZf3n>

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CREDITS (IN ORDER OF APPEARANCE)

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Dude and Horniboi by RAPHTOR

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Patagotitan vs Mammals Scale Diagram by Steveoc 86

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Predator by Daniel Marques

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Sucuri (Anaconda) by Orly Wanders

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King Cobra Portrait by Elena Adele Dmitrenko

[https://www.artfinder.com/product/king-cobra-portrait?](https://www.artfinder.com/product/king-cobra-portrait?epik=dj0yJnU9WDc4Rjh4c01BMkhsdkk4bIR2cXhnb0RmRUdQZUtsSjUmcD0wJm49WWxUd3VrXz00bk1Md04xWEp3SjltZDY0PUFBUQ)

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Emerald Tree Monitor by Silas Burbank

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in a murky pond by Meep

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The ginormous Gigantoraptor erlianensis on all its glory.

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Archelon sea turtle in habitat by Drawn by Dawn

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<https://www.linkedin.com/in/arden-chan-9673a56/>

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